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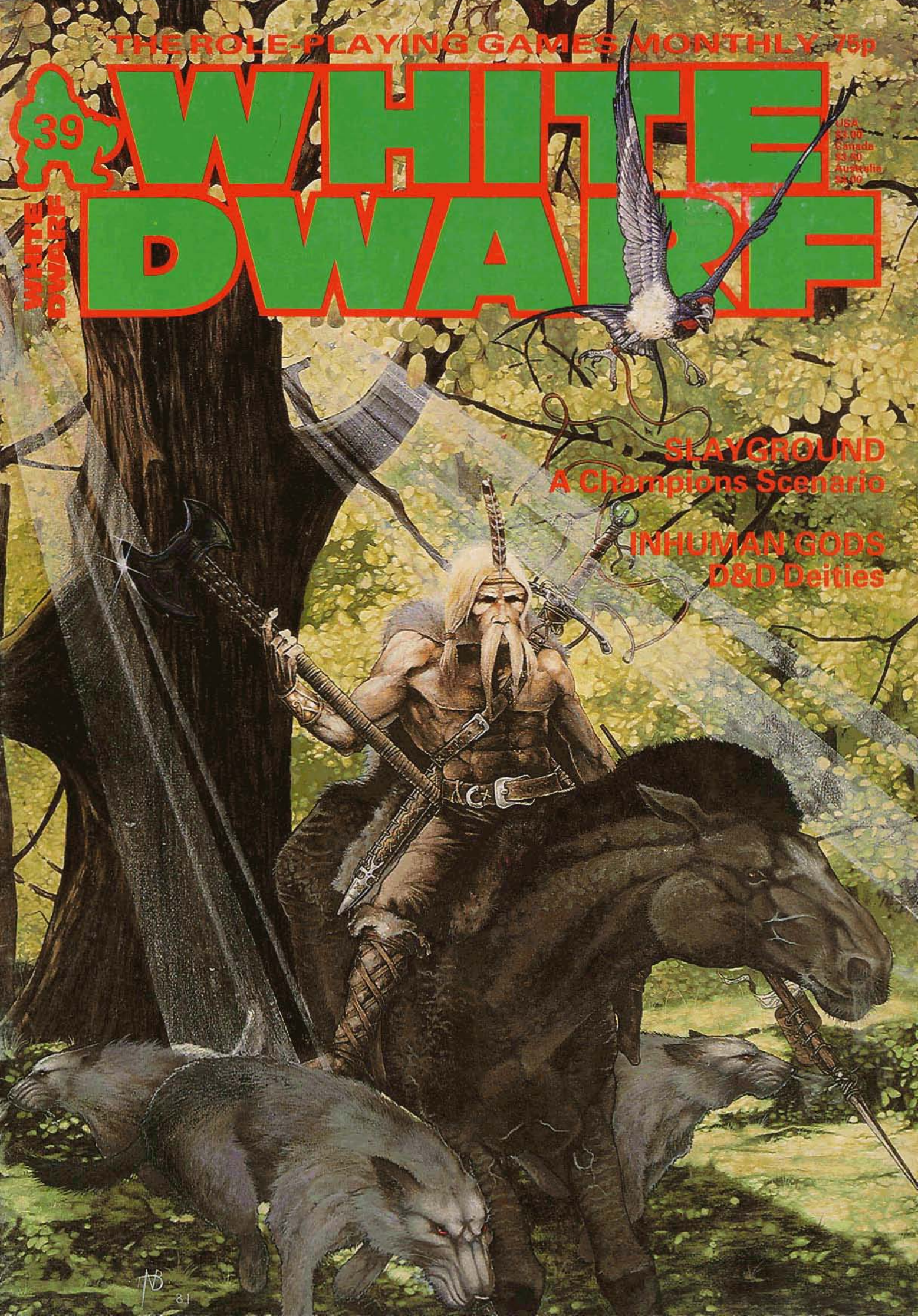

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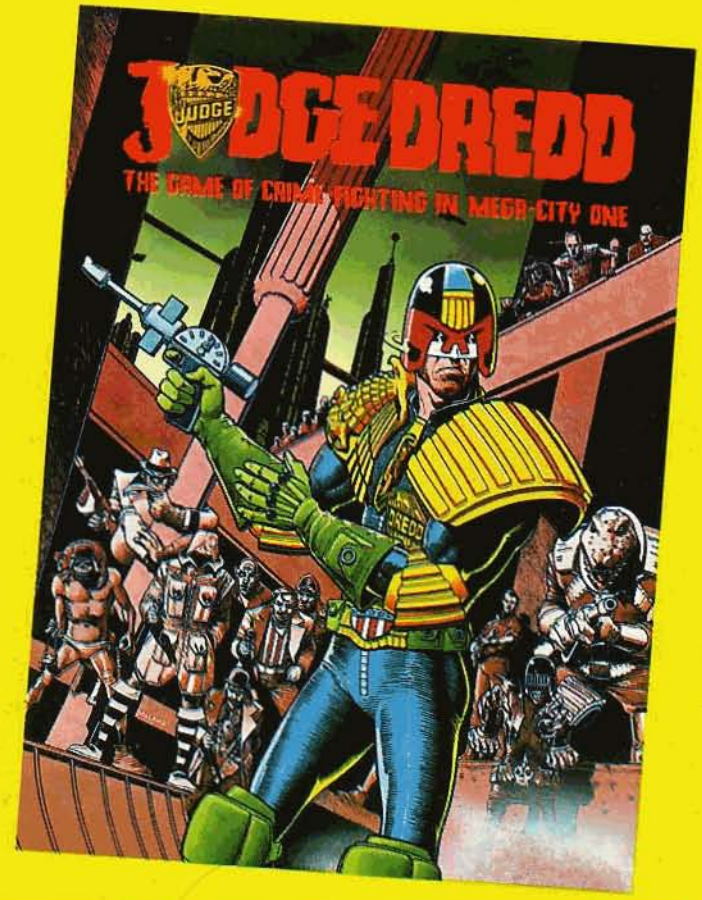

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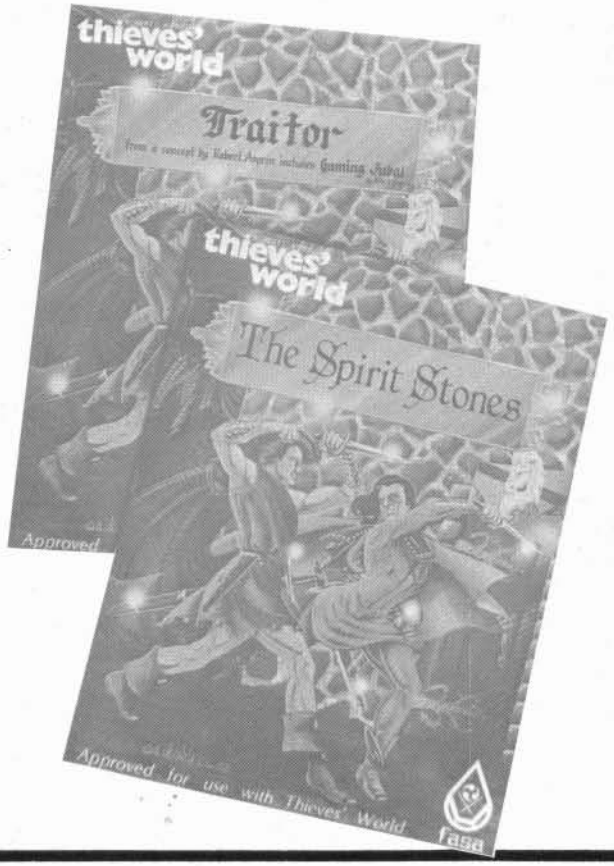

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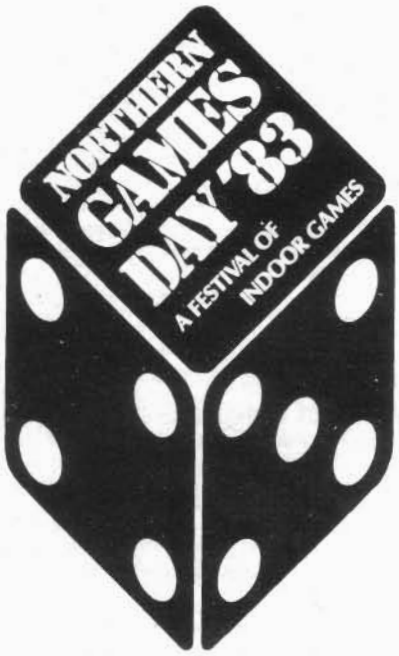

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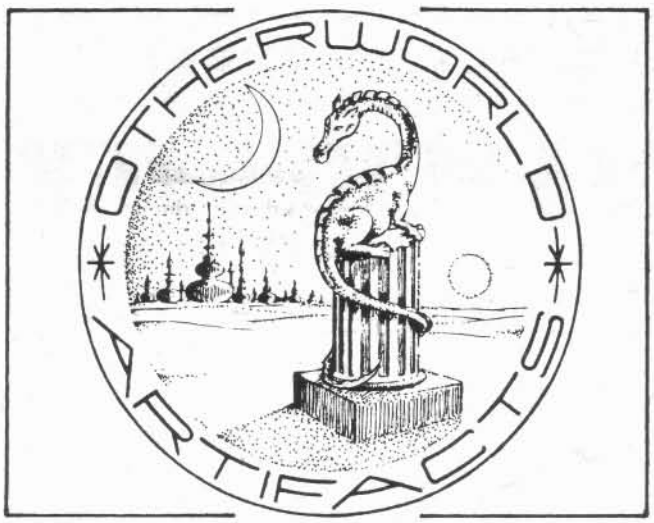

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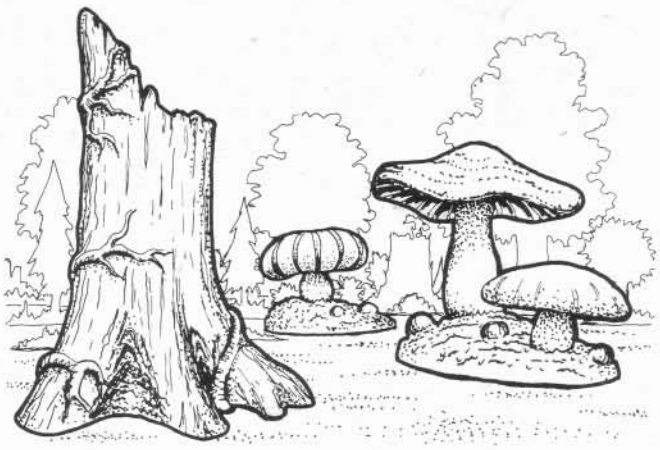

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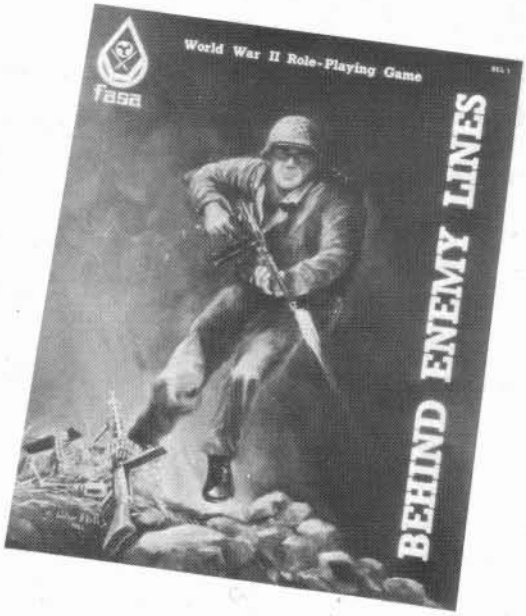

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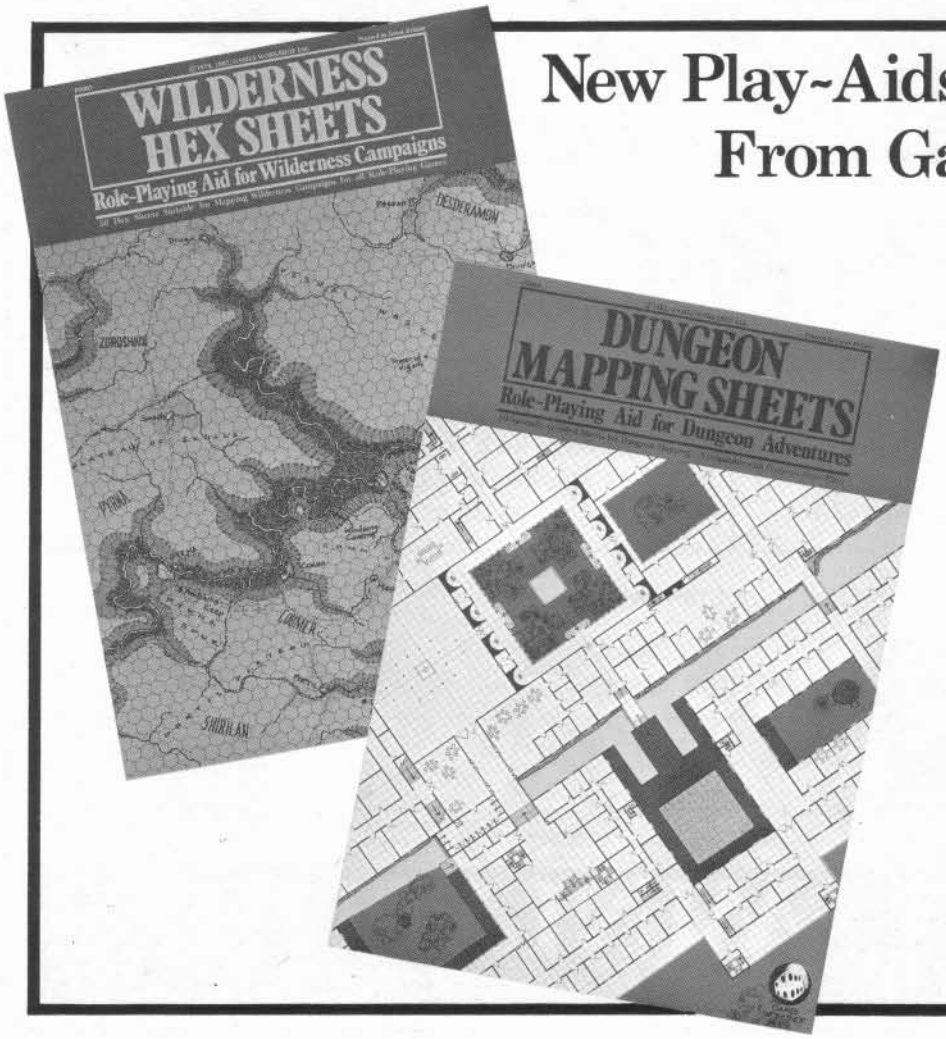

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The behaviour pattern of the monster in *D&D*

This issue sees the introduction of several major changes in the style and content of *White Dwarf*. In style, we have changed the cover logo and introduced non-justified text matter for easier reading. In content, we are introducing the first of our new departments, *Critical Mass*, a book review edited by SF author Dave Langford. And there are four extra pages.

More changes are planned during 1983, including an amusing look at the world of board games by Charles Vasey, a comic strip and occasional fiction. We hope you enjoy the changes and look forward to their discussion on the *Letters* page.

Ian Livingstone

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Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore. This issue sees the start of a new four part series featuring the Gods of a number of races taken from the* Fiend Folio *and earlier Fiend Factorys.*

INHUMAN GODS

Deities for Non-Human Races: Part I
by Phil Masters

Deities & Demigods only covers the intelligent races of the *Monster Manual* and since it was published, *White Dwarf's Fiend Factory* and the appearance of the *Fiend Folio (FF)* have given us a good number of new, useful, non-human species who surely deserve some kind of divine assistance.

All the races here referred to are drawn from the *FF*, except where reference is made to the relevant copy of *WD*. The details of the divinities described below are given in exactly the same format as is used in *Deities & Demigods*, and should be self explanatory for all DMs. Full details are only given for new divinities; in some cases, it is sufficient to note that races worship some being elsewhere described. The text of each description also covers the form of each race's religious behaviour, and specifies the highest level attained by the shamans and witch-doctors of each species. A Clerical Quick Reference Chart, similar to that in *D&DG*, is also included.

AARAKOCRA
K'ooriall, 'Skylord' - Lesser God

On the ground, K'ooriall appears as a huge aarakocra male of commanding aspect; in combat or flight, however, he shifts shape slightly to that of a giant eagle. He fights with two talons and his beak; his plumage and speed are both effective protections against his enemies' blows. Being a master of the air, he is immune to lightning bolts and the attacks of any creature of the elemental plane of air, as well as to poison, disease, *petrifaction* and *polymorph* attacks.

Armour Class: -4
Move: 16"/96"
Hit Points: 245
No of Attacks: 3
Damage/Attack: 5-20/5-20/6-36
Special Attacks: Nil
Special Defences: +1 or better weapon to hit, never surprised, immunities.
Magic Resistance: 75%
Size: L (8')
Alignment: Neutral Good
Worshipper's Align: Neutral Good
Symbol: Eagle
Plane: Happy Hunting Grounds
Cleric/Druid: 13th level in each.
Fighter: 12th level ranger
Magic User/Illusionist: 5th level MU
Thief/Assassin: Nil
Monk/Bard: 4th level bard
Psionic Ability: III
S:18(30) (+1,+3) I:24 W:22 D:20 C:21 Ch:21

K'ooriall is always accompanied by 3-12 giant eagles, who serve him to the death; all eagles revere him and will obey his requests, which will never be such as to endanger them. K'ooriall can *summon* an aerial servant at will, and an invisible stalker or 12-dice air elemental thrice per day. Once per day, he can *polymorph* to the shape of an innocuous falcon (which attacks as a bloodhawk).

This god has probably the best eyesight of any being in the universe, with infravision to 200' and normal vision extending deep into the ultraviolet. He can see an effectively unlimited distance through clear air or space (say 1,000 miles), and he has a permanent *true seeing* ability to a range of five miles (making him immune to visual illusions). He cannot be *charmed* by the gaze of any monster (such as a vampire), and this eyesight and his other superlative senses make K'ooriall impossible to surprise.

Their god protects the aarakocra from the twin evils of tyranny and anarchy (being indifferent between law and chaos), but his chief love is to see them gain self-reliance - he will only generally intervene against those who bring overwhelming force against aarakocra freedom. The race's shamans, who can achieve seventh level clerical abilities, preach individual strength and flock unity. The aarakocra have no witch doctors.

BODACHS (See *White Dwarf 17*)
Dar-Marn-Camac, 'The Striding God' - Lesser God
Armour Class: -4
Move: 40" (use standard species move +50% when *polymorphed*)
Hit Points: 310
No of Attacks: 7/2 rounds (or by shape)
Damage/Attack: 2 kicks for 5-20 each, spear for 3-30 (+9)
Special Attacks: Confusion
Special Defences: Immunities
Magic Resistance: 85%
Size: L (9')
Alignment: Neutral
Worshipper's Align: Neutral (Bodachs)
Symbol: Taloned Foot
Plane: Prime Material
Cleric/Druid: 8th level cleric/14th level druid
Fighter: 9th level ranger
Magic User/Illusionist: Nil
Thief/Assassin: Nil
Monk/Bard: 5th level monk
Psionic Ability: II
S:21 (+4,+9) I:21 W:24 D:22 C:25 CH:14

The Striding God resembles a giant (9') bodach, although he can *polymorph* at will into the form of a giant eagle, an axe beak, or a giant owl; he has superior (120') infravision in each of these forms. Bodach shamans say that he was the sole parent of the first bodach band, which he led and taught and they add that he saved his offspring from many dangers, notably by single-handedly hunting and slaying the Demonwolf which first brought death to the world. (Dar-Marn-Camac is a faultless hunter who *never* loses a trail, no matter what spells are cast to obscure it, and even if it crosses into other planes.)

On the first occasion that any being attacks Dar-Marn-Camac by weapon, hand, spell or psionics, he, she or it must save vs spells at -2 or be affected as by a *confusion* spell. In melee, the god fights with two kicks as a 16-dice monster, while wielding his spear, *Dawnshaft*, as a 9th level ranger. This is a +4 weapon with the following powers, which work *only* for the god;

1. It can be thrown up to 8" with short-range accuracy, and always returns to the caster's hand.
2. It always hits any illusion it is used against, and automatically *dispels* such on contact.
3. It acts as a *Wand of Enemy Detection* at will.
4. It does 3-30 points of damage, plus the god's strength bonus, on a hit.

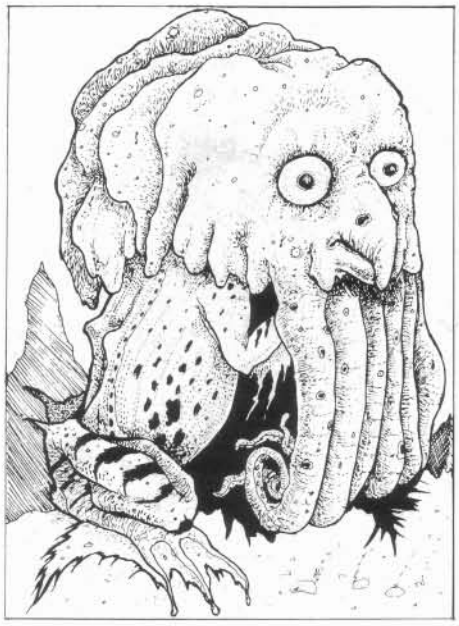
This deity is utterly tireless and immune to heat, light, cold, poison and level draining; all bodachs see him as a commanding figure, but he can release them from paralysing awe of his person at will.

Dar-Marn-Camac is a taciturn being, incomprehensible in may ways to any but bodachs; shamans of the race, who can advance as high as 5th level, are

similarly enigmatic. Bodachs worship at certain sacred rock outcrops, apparently through very secret and mysterious rituals. The race has no witch doctors.

BULLYWUGS
Ggorulluzg - Demigod
Armour Class: -1
Move: 20"//24" 5"
Hit Points: 207
No of Attacks: 8 or 5
Damage/Attack: 6 tentacles for 5-8 + 2 claws for 7-12 each, or 5 battle axes for 1-8 (+9) each.
Special Attacks: Gaze causes *fear, rock to mud* and *darkness* powers
Special Defences: +1 or silver weapons to hit, 50% immune to blunt weapons, immune to cold, poison, level drain and death magic.
Magic Resistance: 40%
Size: M
Alignment: Chaotic Evil
Worshipper's Align: Evil (bullywugs and degenerate humans)
Symbol: Head of the god
Plane: Negative Material
Cleric/Druid: 8th level cleric/5th level
Fighter: 10th level fighter
Magic User/Illusionist: Nil
Thief/Assassin: 8th level assassin
Monk/Bard: Nil
Psionic Ability: III
S:21 (+4,+9) I:20 W:19 D:17 C:24 CH:-4

Bullywugs revere the chief amongst a number of monsters - the dreadful lurker in shadow, Ggorulluzg. This monstrosity resembles a breeding of octupus and giant frog; its body is much as the latter, but its head is bulbous and misshapen, with a soft beak, two great staring eyes, and six trailing tentacles. Sophisticated bullywugs say that it bears an array of great iron axes; others of the breed claim that it strikes with its powerful claws and tentacles - doctrinal dispute on this point is long and bloody. In any event, its considerable strength makes Ggorulluzg a fearsome opponent. It can leap up to 40', once per round, and may ▷



▷strike at +3 to hit when doing so, being effectively charging.

In combat, blows directed at Ggorulluzg with non-edged weapons are 50% likely to bounce harmlessly off the soft flesh that covers its skull, even if the weapons used are of the magical or silver variety needed to harm the god. It is totally immune to cold, poison, death magic and level draining, but holy water causes it pain and injury (1-3 points from a splash, 3-9 from a full hit). In melée, it will fix its loathsome gaze on a single individual within 3" to its front, who must first attempt to roll his or her wisdom or less on a d20; if he or she fails, Ggorulluzg has willed its opponent to meet its stare, and the victim must save vs spells or be paralysed with fear for 1-4 rounds; even if the save is made, pure terror will induce one round of flight at maximum move, a penalty of -4 to hit and -1 damage for 1-3 rounds after that, and a +2 penalty on further saves against wisdom. If Ggorulluzg's gaze is not met, lesser fear may still be caused; save vs spells or suffer a -2 'to hit' penalty for 1-3 rounds. The god may use this power on alternate rounds.

Ggorulluzg also has the power to cast *rock to mud* or *darkness, 15' radius* spells at 14th level power once per round when not otherwise engaged.

This deity is said to be restrained from acting personally on the *Prime Material Plane* too often by the power of some more powerful diety, who might even intervene in person were Ggorulluzg ever to be brought through a *gate*; thus Ggorulluzg's interventions usually take the form of the sending of 1-2 giant slugs or 3-6 giant leeches (50% chance of either), which force it can summons or send twice per day. Near dimensional nexus points, however, the god itself is evidently able to materialise.

Bullywug shamans can attain 5th level clerical abilities; their witch-doctors are limited to the second level of magic-use. It is said that degenerate humans have become clerics of as high as sixth level in Ggorulluzg's foul service.

Bullywugs hate and despise frog-folk (see *WD20*), despite the obvious relationship between the two races, and this is reflected in the attitudes of their respective deities. Ggorulluzg will annihilate frog-folk out of hand, and is said by bullywug shamans to have inflicted several humiliating defeats on Swulljagoor, god of the frog-folk.

CRABMEN
T'Ka-Boolk'na - Demigod
Armour Class: -6
Move: 20"/28"
Hit Points: 195
No of Attacks: 2
Damage/Attack: 6-36/6-36
Special Attacks: Surprise on 1-5 on d6
Special Defences: Regeneration, +2 or better weapon to hit
Magic Resistance: 40%
Size: L (20' diameter)
Alignment: Neutral
Worshipper's Align: Neutral (Crabmen)
Symbol: Crab
Plane: Elemental Plane of Water
Cleric/Druid: 7th level in each
Fighter: as 16 dice monster
Magic User/Illusionist: Nil
Thief/Assassin: Nil
Monk/Bard: Nil
Psionic Ability: VI
S:23 (+5,+11) I:16 W:19 D:12 C:23 CH:6

Such few crabmen as have attained the sophistication of religion worship a primitive deity called T'Ka-Boolk'na, who takes the form of a gigantic crab with a shell as hard as stone and great glowing eyes. Crabman shamans claim that T'Ka created crabs and crabmen from sea-shore pebbles, and that he expects his progeny to protect each other and to work for him; in exchange, he may occasionally aid crabmen in times of great need, and the most devout crabmen enter his entourage of giant crabs when they die. This simple cult regards all other races as virtually irrelevant, save as a source of sacrifices when T'Ka is hungry. Fortunately, that hunger is usually assuaged by offerings of fish and small game.

T'Ka has superior (120') infravision, and can look from the ethereal into adjacent planes; thus he can use and extend the giant crab trick of lurking in ambush and rushing out to surprise prey. In combat, the god can use his two great pincers, but generally prefers to summon 5-30 giant crabs, as he can do twice per day. If hard pressed or faced with many, weak opponents, T'Ka will summons a horde of tiny crabs, equal to druidic *creeping doom* spell; he cannot then repeat this summoning until a full hour has elapsed. The god can regenerate up to four hit points per round, and severed eyes, limbs and pincers will wriggle back to the main body to rejoin it. The only wounds that cannot so heal are those caused by by acid, *disintegrate* spells - which do the god 5-20 points of damage - and level-draining or holy swords. Regeneration will continue until the god has been reduced to zero hit points or below and has remained so damaged for three consecutive rounds, although it cannot do anything but regenerate when so badly hurt.

Crabmen shamans can only attain the third level of clerical ability, and the race has no witch doctors. 'Religious' crabmen are no less likely than others to go on killing forays, or to demand silver, for both such acts can provide sacrificial victims or items. Silver is only sacrificed at rare, great ceremonies; food is more commonly offered. Holy places are obscure, convoluted sea caves, with bottomless pits down which offerings are hurled after being weighted with rocks.

DESERT RAIDERS (see *WD12*)
Muadaar Ul-Shaha, 'He of Distant Visions' - Lesser God
Armour Class: -3
Move: 60" (24" under the sand)
Hit Points: 265
No of Attacks: 5/2
Damage/Attack: 8-32 plus stun/kill
Special Attacks: Whirlwind, Insanity
Special Defences: +3 or better weapon to hit, immunities
Magic Resistance: 55%
Size: L (varies)
Alignment: Chaotic Good
Worshipper's Align: Chaotic Good Raiders) and travellers
Symbol: Burning Sun over Dunes
Plane: Astral
Cleric/Druid: 15th level cleric
Fighter: Nil
Magic User/Illusionist: 23rd level
Thief/Assassin: Nil
Monk/Bard: 12th level monk
Psionic Ability: IV
S:20 (+3,+8) I:18 W:22 D:23 C:19 CH:18

The Desert Raiders have a highly specific pact with Muadaar Ul-Shaha, the sender of mirages; they worship him and no other, sacrifice the dried bodies of their dead to him (by burial in the sands), guard his desert from 'despoilment' (which can mean irrigation or cultivation to the god), and sometimes offer him sacrifices of gold, rare spices, or even water. In return he guides their spirits through the astral

plane to *Gladsheim*, where glorious deserts await them, and refrains from using the worst of his powers on them in the desert.

The 'Raiders are fanatical worshippers and Muadaar is a stern, demanding, and irascible god. However, it is unlikely that any mortals could survive the desert as the 'Raiders do without Muadaar's favour, for he is master of all the tricks that the desert can play on men's minds. Mirages are illusions sent out by Muadaar as punishment for unbelievers, or out of sheer caprice, and he has the power to cause *insanity* in any individual who is out in the desert, from a range of 30"; save vs spells negates, and the god cannot then use the same attack on the same individual for up to one day. However, Muadaar is not totally malicious; he simply expects mortals to show self-reliance and respect for the desert. He can remove the insanity he himself causes (by touch), and his other powers, useable at will, are to *create* or *destroy water, locate Object*, and cast *divination*, all as a twelth level cleric, to cast *esp* or *clairaudience* as a twelth level MU, to summons an eight-dice earth or twelve-dice air elemental once per day to serve him fully, and to *conjure a spice worm* (see *WD17*) from the desert thrice per day.

Muadaar is a formless spirit who travels the planes freely; he appears to have power over beings of elemental planes, and to have exceptional knowledge of the astral plane. He occasionally takes the shape of a 12' tall, robed humanoid when speaking to his worshippers, but he prefers to fight as a whirling flurry of air and sand; he is a master of the 'weirding way', attacking as a twelth level monk, but for double damage. If many, weak enemies face him, he will take the shape of a 35' high whirlwind, 10' wide at the base and broadening to 25' wide at the top, which sweeps away and kills non-flying creatures of four hit dice or less, and buffets anything else in its path for 2-9 points of damage per round. In the desert, the god can vanish beneath the sands, only to erupt again and assail his foes from behind. All such shifts of form take the god 5 segments to accomplish.

Muadaar's mastery of the elements is such that he takes only half damage from heat, cold, and electricity; no acid or poison can harm him, but unholy water does him 1-8 points of damage on a full hit, 1-3 with a splash.

Spice worms are Muadaar's creatures, and he is unlikely to favour those who harm them, although he will accept self-preservation as a partial excuse, and will not punish those who had no real choice. His clerics treat these creatures with respect, but curiously they very occasionally slay a spice worm in the course of their complex, secret rituals. Desert Raider clerics are usually limited to 6th level advancement, but a few priestesses have been known to rise as high as 12th level; such female clerics tend to remain in the security of the well-hidden 'Raider temples, for their tribes value them greatly.

DIRE CORBIES

Phraarkilloorm, The Most Dire - Demigod
Armour Class: 0
Move: 30"
Hit Points: 185
No of Attacks: 2
Damage/Attack: 8-15/8-15
Special Attacks: Fear
Special Defences: +1 or better weapon to hit, immunities
Magic Resistance: 75%
Size: L (10')
Alignment: Neutral Evil
Worshipper's Align: Neutral Evil
Symbol: Claw
Plane: Hades
Cleric/Druid: 7th level cleric
Fighter: As 16+ hit dice monster
Magic User/Illusionist: 3rd level MU
Thief/Assassin: 5th level assassin
Monk/Bard: Nil
Psionic Ability: V
S:19 (+3,+7) I:19 W:11 D:22 C:19 CH:12

Some dire corby flocks base themselves in cavern complexes at the centre of which are 'temples'; the flock shamans, who can attain up to third level powers, maintain these disorganised, dingy shrines. They worship a being named

Phraarkilloorm, who seems to embody the strength, violence, and malice of the race. It appears that dire corbies lack a concept of 'mythology' or even 'history' as such, so that their worship is purely a matter of building confidence in their strengths, rather than invoking powers who might have created, shaped or guided them.

This god takes the form of a huge dire corby, with glowing eyes and terrible strength; he has infravision (to 60'), and he can follow a trail of up to week in age without error - his magic resistance may even overcome attempts to obscure such a track by spells. When Phraarkilloorm first comes within 100' of an intended victim, the latter must save vs spells at -4 or be afflicted as by a *cause fear* spell, such is the horror inspired by the god's shrill hunting cry and deadly malice. When his foe has been run down, this deity attacks with his rock-hard claws.

Phraarkilloorm is always accompanied by twenty devoted dire corby 'heroes' of great power; 18 hit points, attack as four-dice monsters, immune to fear. It is said that the god himself most hates giant bats, going into a berserk rage when encountering such, moving and attacking as if *hasted* and hitting for double damage.

The god is immune to *petrifaction, polymorph, disintegrations, fear, insanity, confusion, suggestion* and *charm*. He demands sacrifices every full moon, of mammal hearts; a dire corby who offers him those of twenty giant bats of the largest size is 15% likely to be granted +2 to hit next time he or she enters melée. Dire corbies have no witch doctors.□

Deity	Sphere of Control	Animal	Clerics M	Clerics F	Clerics NH	Raiment Head	Raiment Body	Colours	Holy Days	Sacrifice Frequency	Sacrifice Form	Place of Worship
Dar-Marn-Camac	Bodachs	Axe Beak			X	Bare	Wolf fur	Green-Brown	Full Moon	Half Yearly	Hunting prey, wolves	Hill tops
Ggorulluzg	Bullywugs, Swamps	Leech	X		X	Bare	Human Skins	Black, Mud Brown	Crescent Moon	Monthly	Captives, Plunder	Deep Marshes
K'ooriall	Aarakocra	Eagle			X	Bare	Harness	Gold	Equinoxes	Quarterly	Silks, food	Mountain Peaks
Muadaar Ul-Shaha	Deserts, Travel, Desert Raiders	Spice Worms	X	X	X	Full Robes	Full Robes	Gold & Blue	Mid-Summer, Full Moon	Monthly	Bodies, Gold, Spices	Cavern Temples
Phraarkilloorm	Dire Corbies	n/a			X	n/a	n/a	Dark Brown	n/a	Often	Hearts	Cave Lairs
T'Ka Boolk'na	Crabmen	Crab			X	n/a	n/a	Dark Red	High & Low Tides	Varies	Food	Sea Caves

DUNGEONS & DRAGONS ENDLESS QUEST BOOKS

Pillars of Pentegarn	**95p**
Mountain of Mirrors	**95p**
Dungeon of Dread	**95p**
Return to Brookmere	**95p**
TSR Inc	

These four books are a new departure for *TSR* - multiple choice adventures for *Dungeons & Dragons*. However, they are not aimed at experienced players but at a much more juvenile market (presumably eight-ten year olds) and reduce the complexities of play to one choice for each four or five pages of text. There are no characteristics, maps, or combat rolls so that there is no way of evading a bad choice. Bearing these limitations in mind these books were reviewed by two methods, first by my reading them and studying the adventures' events and outcomes for logic, consistency, and fairness, and second by my niece Emma (age eleven) reading each adventure to see if she enjoyed it.

Pillars of Pentegarn takes a motley group of adventurers through a fairly routine hack and slay dungeon bashing expedition, intended to spy out some ruins for the eventual return of an exiled king. Foes include some goblins, skeletons, wolves, and bats, plus the Evil One (I sometimes think that someone must hand out local franchises for names like this), who seems to be a cross between a lich and a demon. Roughly half the possible outcomes are successful, but one of the best results could be reached after only five decisions and twenty-two pages of text. There are a few enjoyable scenes, one an incident in an alchemist's laboratory which contributes nothing to the final outcome of the adventure and another in which a fighter named Baltek performs a feat of strength which would probably qualify him for a lifetime's supply of free trusses. Overall, though, the story was at best mildly entertaining and at worst a little boring. My niece shared my own feeling of slight disappointment.

Mountain of Mirrors is the most unsatisfactory of these books, and includes several monsters who do little more than glower at the protagonist, a very long opening section before any choices are available, and no entirely successful outcome. My own inclination was to abandon the book after two runs, while my niece barely managed one. The only good points were an unusual cold-weather environment, a fairly plausible motive for the adventure, and a long chain of decisions before each resolution.

Dungeon of Dread is another dungeon raid, with a few enjoyable moments but no especial merit. The villain here is one Kalman, a wizard with a pet basilisk, a nasty habit of *polymorphing* his enemies, and a practical outlook on life - he rejects a challenge to mortal combat with the words 'Don't be silly' and a salvo of *paralysis* bolts. The characters' motives are refreshingly simple, and predominated by greed. My niece and I both found this one enjoyable, although not actually memorable.

By far the best of these books is *Return to Brookmere*, in which an elven fighter called Brion, the Elf King's heir, scouts out his ruined ancestral seat. Brion is initially accompanied by four fighters (all killed on page 7) then discovers that his amulet, the Mouth of Mimulus, is much more than a passive translation device. Mim the amulet makes this adventure work - it is by turn brave, boastful, cautious, and absent minded, and tends to shout 'Run away!' in a crisis. Some readers may remember Fred the Magic Amulet in an earlier *White Dwarf* scenario - Mim is obviously from the same production line, with slightly improved features. There are a lot of other good points to this adventure including an unusually pacifistic gnoll, a cute baby goblin, and the world's thickest bunch of hill giants. I kept losing track of the number of possible outcomes, most of which included Mim muttering philosophically as Brion found a new way to die. My niece kept this one for more than a week, a considerable improvement on any of the others, and said it was nearly as good as 'real' *D&D*.

It's hard to summarise these books, but on the whole I don't think that they will do their readers any harm and they might even interest a few kids in role-playing. All suffer from a surfeit of lucky coincidences, cute talking animals, and lousy dialogue, but this is only to be expected in American books intended for this age group. My niece thought that she might have liked them much more two or three years ago. Bearing the age factor in mind my ratings were based on interesting events, internal consistency, and my niece's opinions.

Overall:	**Pillars of Pentegarn**	**5**
	Mountain of Mirrors	**4**
	Dungeon of Dread	**6**
	Return to Brookmere	**7**

Marcus L Rowland

CITYBOOK 1
Flying Buffalo Inc **£7.50**

Subtitled *Butcher, Baker and Candlestick Maker*, this play aid fully describes 25 city-based 'establishments', ranging from the mandatory tavern to a bath-house and a 'Strolling Salmagundi wagon'. It is designed for use with all FRP games: no statistics as such are provided for any of the personalities inside, but descriptions of character and physique, and scales of fighting prowess and magical ability, guide the games master when he comes to working out characteristics, according to the flavour of his campaign and the games system he uses. As a result *Citybook* can easily be used with any fantasy game, and, indeed, with a little imagination, it could be adapted for a futuristic or any other type of campaign.

Citybook 1 does not, however, provide a ready made city for the games master. The 25 establishments are independent entities, designed to be fitted into a town or city designed by the games master himself, (or into one produced commercially by another manufacturer). Each has an explanation of the business transacted on the premises, (including the secret dealings

In Open Box, *science fiction and fantasy shops are viewed by independent auth*

associated with many of them!), with a detailed plan and key.

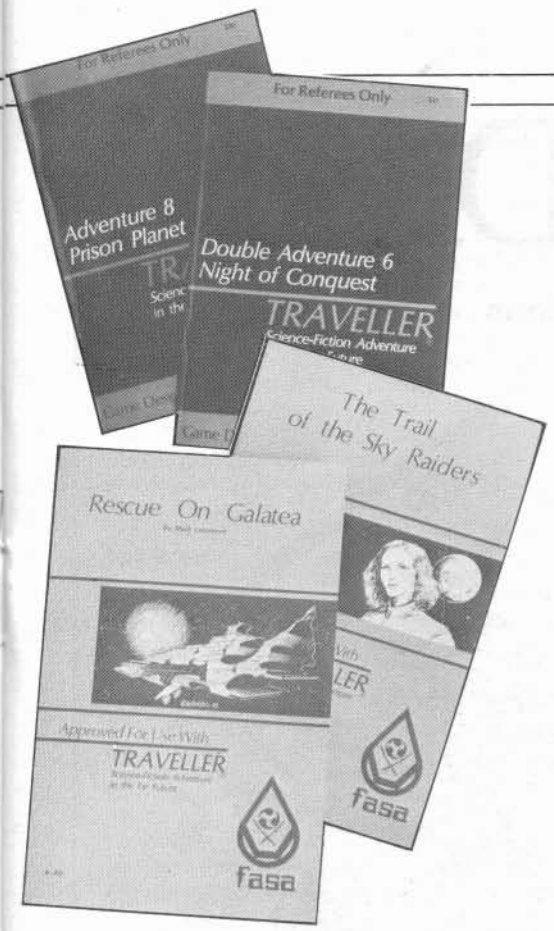
The scenario ideas are good, but each would require some work to flesh them out before use. What is special about this book is that is concentrates on the details of 'ordinary life' in a fantasy city - where the adventurers can buy lunch, who can repair their weapons best, what funeral arrangements are available for their fallen comrades - rather than the city itself, or its political, religious or social hierarchies. I would recommend it to those who are designing their own cities, and think they could use a little extra imagination to get things going, or to those with established city campaigns who want something new to spice it up. However, though it will make an excellent complement to any of the commercially available cities, any games master wanting a ready-made city might be better advised to buy *Haven, Thieves World* or that old favourite, *The City State*, and get the *Citybook* later if it is required.

Overall: 7 **Nicholas J R Dougan**

RESCUE ON GALATEA **£3.95**
THE TRAIL OF THE SKY RAIDERS **£3.95**
FASA

These two ready-to-use adventures for *GDW*'s *Traveller* RPG are the latest additions to *FASA*'s excellent product line. With some reservations, I think they are equal to or even enhance, *FASA*'s previous reputation.

Criticisms first. I have noticed in the last few *FASA* publications an increase in typos, probably due to production pressures. I hope they will deal with this



games and rulebooks currently in the orities.

problem as although at the moment errors are not critical and can be figured out, it does promote a measure of distrust. Some errors are amusing: what kind of person is a 'rouge', rather than the rogue that was intended! The second criticism applies particularly to *Rescue on Galatea*. One of the strong points of *FASA*'s adventures has been the use of illustration not merely as decoration, but as active support to the text. The illustrations in *Rescue on Galatea* are disappointing in this respect.

However, these problems should not dissuade *Traveller* enthusiasts from buying and playing these adventures. *Rescue on Galatea* is an interesting one-off adventure; after the usual 'rescue a patron' briefing common to many *Traveller* epics, complications set in and the whole thing becomes more enjoyable, set on a rather different world.

Although the notes in the *Trail of the Sky Raiders* state that it may be played separately, undoubtedly more will be gained from playing it as a sequel to *Legend of the Sky Raiders*. *Trail* continues in much the same vein as *Legend*, with much Indiana Jones type mixing with murky characters, fights, escapes and general mayhem. In the process more is learnt about the ancient *Sky Raiders* race - but not everything, for a third and final part to the saga, *Fate of the Sky Raiders*, is promised.

Overall, these adventures are excellent additions to the *Traveller* library; however the participants (especially the referee) needs to be experienced in *Traveller* and in science fiction generally, to get the best from them. I would not recommend either booklet as a first buy for novice *Travellers*.

Overall:	**Bob McWilliams**
Rescue on Galatea	**6**
The Trail of the Sky Raiders	**8**

ADVENTURE 8: Prison Planet £2.50
DOUBLE ADVENTURE 6: Night of Conquest/Divine Intervention £2.50
GDW

There are the latest two offering from *GDW* and are scenarios for *Traveller*.

Adventure 8 is set in the Solomani Rim sector, and concerns life in the hazardous pitchblende mines of Newcomb/Banasdan. The basic premise is that the band of adventurers has been found guilty of some heinous crime and transported to a prison planet. Being adventurous types, they are unlikely to take this lying down, and will attempt to escape. This task is intended to take several game years, during which time the players must amass the necessary contacts, knowledge, and equipment under the eyes of the numerous and corrupt guards.

Characters arrive with only their prison uniforms and skills on Newcomb, where the first few weeks are pretty grim as crooked and/or sadistic guards and suspicious fellow prisoners make life as hard as possible. Each character is given a chance of having friends on the outside of various kinds who may or may not help them in various ways. Once broken into prison routines (and I do mean broken) the characters are run through their sentence in weekly turns. In each week, three stages occur; first the referee rolls for the week's events, which include being beaten up, joining the escape committee, being ill or injured, making friends or enemies with particular characters, etc. Then the characters get a chance to react to these events by seeking out certain persons or facts, attempting to steal various items, and so on. Thirdly, the referee notes the passage of time, relationships formed, changes in work details, and similar things.

There are copious notes for the referee on internal politics and gangs, bribery, security procedures, brawls, equipment theft, regulations, offences and punishments.

To relate exactly how the band may eventually escape would ruin the fun. Suffice to say that they may eventually find their way out of the mines to the equally hazardous surface, where crossing the desert requires planning and skill; this done, the players may make their way to the nearest city and after further adventures make their way offplanet - probably to engage in further lawbreaking, and possibly to return.

Maps of the mines and of Newcombe are provided; both are a little sketchy. The referee using this adventure will have to be a good storyteller to make most players enjoy the petty squalor of prison life, and will need to flesh out events and characters more than usual. Because of the long turn length and the way the adventure is set up, this adventure could make a good postal game. As a final note, it is, as usual, designed to be used with only the basic rules.

In *Night of Conquest*, players take the part of a trade pioneer team who have just established contact, and signed trading treaties, with a minor non-human race. The story opens with our heroes drinking to excess to relieve the boredom of a ceremonial epic recitation in their honour. Meanwhile, the dastardly K'tring, descendants of a lost human starship crew with higher technology and lower morals than the non-humans, are plotting a sneak attack. In the middle of the feast the band is surprised by a glider-borne assault of K'tring troops - alas, their equipment is limited to about three small items each, for who would go armed to such a feast? The natives flee in panic; the adventurers are under severe time pressure as K'tring reinforcements approach the capital city, which they must cross; they may try to regain the safety of their ship, escape the city, disguise themselves, etc. A city map and encounters are provided, and a couple of other maps detail the palace to which the band were invited for the feast and the airship port where their trader is parked. The optimum course of action is to run for the ship, since it is capable of trashing any number of tech 6 assault troops and can end the conflict within hours, all by itself.

The final adventure, *Divine Intervention*, is set on Pavabid in the Spinward Marches. Pavabid, it appears, is run by the Church of the Stellar Divinity, and a heretical sect thereof at that. The current ruler is refusing to allow off world interests to exploit the world's mineral deposits. He must be persuaded to change his mind. Enter the adventurers, who are hired to make an unusual commando raid on the ruler's floating sky-palace; they have a message to place in the ruler's bedchamber, which to one familiar with the holy scriptures will appear to be a message from the local god informing the Pavabidians of his desire to allow exploitation by the off world interests. Herein lies the rub; any sighting of the group by anyone, or any evidence left behind after they have passed, will ruin the deception. Anyone seeing them must therefore be stunned and carted away with them. The message provides a rationale for this. Each adventurer will be provided with a grav belt, an experimental stunner, and a recorder to film his actions. If successful, the band gets to keep its equipment and is paid a large sum of money. Plans of the floating palace are presented in the format normally used for ships, and referee's information details several awkward (but not entirely unexpected) setbacks. Another ripping yarn, and great fun.

All told, I'm not too keen on *Prison Planet*; but *Double Adventure 6* is one (or rather two) of the classic *Traveller* scenarios.

	Prison Planet	**Night of Conquest/ Divine Intervention**
Playability	**4**	**9**
Enjoyment	**4**	**9**
Skill	**7**	**6**
Complexity	**5**	**4**
Overall	**5**	**9**

Andy Slack

RUNEBLADES

Special Swords for Cult Champions
by Dave Morris

This is a non-official variant *system for use with* RuneQuest. *Although it will be an addition to* Games Workshop's Questworld *pack it is* not an official Gloranthan *supplement.*

The pillars of any *RuneQuest* universe, more fundamental than the gods who make use of them, are the Runes themselves. Many non-theistic cults on both *Questworld* and *Glorantha* strive to interact directly with the Runes and to use their power to shape the world around them. Even some of the more familiar religions can be interpreted this way - the Black Fang Brotherhood involves shamanistic worship of the Death Rune, while Kralori philosophers would be able to see the gods (especially those, such as Humakt, linked almost exclusively to one Rune) as mankind's anthropomorphised view of the powers and workings of the Runes in nature.

The consequence of this philosophy is a reversal of the individual cult member's approach to the world: he doesn't necessarily behave according to certain rules simply because 'the god wills it', but accepts responsibility for his own actions and ethics, and associated himself with the Rune or Runes which embody his own philosophy. For example, a humanist Knight of western Genertela might wear the Death Rune on his shield in the same way that a Humakti would, but with a quite different feeling and personal philosophy behind this.

By focussing on the Runes, the Wizards of such a cult acquire the ability to channel their power and so create magical artifacts. In a world where many cults have to fight for their existence, the creation of magic weaponry is of obvious importance; this is what will be covered here.

Rune weapons are usually swords, created by the priests of a Rune cult for use by the cult champion. The priests gather and together perform the rituals while permanently sacrificing some of their POW to enchant the sword. The Ritual of Enchantment is a skill (see below), and each priest must make his roll in this skill or the POW he contributes is wasted. If any one of the priests fumbles then the entire ritual is disrupted and all the POW is lost to no effect. (This can create really bad blood among the other cultists!) The ritual requires 30 points of POW to be successfully relinquished in order to enchant the sword.

Ritual of Enchantment

This is a special skill with a base score of 0%, modified as follows:

Characteristic	*Characteristic Roll*					
	01-04	05-08	09-12	13-16	17-20	Each +4
INT			-05%		+05%	+05%
POW	-05%				+05%	+05%
DEX	-10%	-05%			+05%	+05%

NB: Beings of INT less than 09 stand no chance of mastering the complex patterns of the Ritual.

The Ritual of Enchantment skill is learned at the rate 750/1000/2000/3500, though it would be common practice in most cults for the priests/wizards who had mastered it to give free instruction to the others. Rune weapons may have any ability, limited only by the imagination of those who create them and

the power of the Rune involved. The more common types are listed here.

Volcanic Sword
The sword is tied to the Fire Rune. Whenever needed, its blade will rise in temperature to red-heat within seconds. This effect does not damage the blade itself. Any damage that penetrates armour is doubled. *Example*: Lord Balin of Dorgoth is fighting a cave troll. He hits the creature with his iron volcanic sword and rolls 5 on the damage dice, of which 2 points penetrate its skin. In addition to the 2 points, the troll takes an extra +2 from the heat of the blade. (In this case, being a troll, it also takes *another* +2 just because the sword is made of iron).

Fireblade cast on such a weapon will not add to the damage done but will merely convert it to doing 3d6 damage for the duration of the spell.

Severblade
Blades of this type are commonly shortswords, created for use by Death Rune cult assassins. The weapon does normal damage, but is kept supernaturally sharp and cuts easily through armour. The amount of damage the armour would normally absorb is halved (round fractions up). Magical protections such as *shield* are not affected.

Severblades can be enhanced by *bladesharp*, but will temporarily be converted to normal 3d6 weapons by *fireblade*.

Blurblade
The most common of several Mobility Rune weapons, the blurblade moves with dazzling speed. The wielder of a blurblade always hits with it at Strike Rank 1 (even if he had it sheathed at the start of the round), and opponents subtract 05% from their chance of parrying. If the opponent is unaware of the sword's ability, he will be automatically surprised on the first attack and his parry chance will be halved.

Stormblade
Created by Air Rune cults, a sword of this type allows its user to summon storms once a day. The storm will muster within one minute and will then last for up to fifteen minutes. The main force of the storm is concentrated to a zone 160m around the sword; within this zone, visibility drops to 6m, all movement is halved, normal communication is impossible and flying creatures must roll DEXx5 each round or be buffeted helplessly by the winds. There is a clear zone (the eye of the storm) for 3m around the sword. While the storm rages, the user can cast *lightning bolts* from the tip of the sword at the rate of one every five melee rounds. These bolts leap for 1-8 beings within 16m, with a 60% chance of hitting. If the target has a Defence, this will count. A bolt which hits deals the target 1-4 blows for 1d8 damage each; armour gives half normal protection.

Nightblade
The Darkness Rune is another favourite with assassins. Nightblades give their user the ability to 'see' in darkness, to Hide in Shadows at +30%, and to create a *globe of darkness* 3m across around himself at any time. Shades will not attack the wielder of a nightblade.

Spellblade
Deriving its power from the Magic Rune, this sword acts as a variable matrix for any battle magic spell up to 4 points. That is, the user can cast any such spell with the sword (and his own POW). It takes one Full Turn (five minutes) for the sword to switch from one spell to another.

Fortress Sword
Weapons of this type, tied to the Stasis Rune, protect their user by enhancing his chance to parry. 30% is added to the user's parry ability, but this concentration on defence reduces his attack chance by 10%.

Vigor Sword
This is another common Mobility cult weapon. Essentially it is the opposite of the *Fortress Sword* mentioned above - in this case the sword impairs its user's parries by the ferocity of its attacks - ie +30% to user's attack, -10% to his parry.

Vorpal Blade
Through its Fate Rune powers, the *Vorpal Sword* has a knack of finding openings in an opponent's guard. If the attack roll is half (or less) of what the sword's user needed then he can specify where he's hitting his opponent. *Example*: Ericre Bloothaux has a shortsword with a *Vorpal Blade*. In combat with a dream dragon, Ericre rolls a 13 for his attack - with his shortsword skill of 70% this is not only an opportunity to hit the dragon wherever he wants, but also happens to be an impaling blow. 16 points in the head puts the creature down, and Ericre is forced to admit that the line dividing Fate from Luck is often a fine one.

Chillblade
For arcane symbolic reasons, *Chillblades* (created, of course, by Ice Rune cults) are always impaling weapons. Any damage an opponent takes from the icy blade of the weapon is matched against his CON on the Resistance Table. If the roll is successful, the victim takes damage to his CON (as with systemic poison) and suffers -2 from STR and DEX for ten melee rounds. An unsuccessful roll simply means that the victim takes an extra 50% damage in the area hit. *Example*: Archos the Lame is hit for 4 points in the arm by an enemy's chillblade. Matching 04 against Archos' CON of 11 gives a 15% chance that he will also take 4 points of CON damage. Archos' foe rolls a 82, however, so the only effect of the chillblade is an extra 2 points of damage in Archos' arm.

Chaos Knife
The name is euphemistic - *Chaos 'knives'* are often greatswords. The effect of the weapon is simply to bestow the user with a random Chaotic feature, different each time he draws it.

Vortex Sword
The *Vortex Sword*, or nullblade, is the rarest of all these rare weapons, being connected with the ancient Void Rune of *Questworld*. Its powers absorb and annihilate magic. Any spell cast at, by or on the user is reduced by 6 POW points - a *countermagic 8* becomes a *countermagic 2*. Non-variable spells are rendered ineffective if reduced below their minimum POW by the sword's powers. Remember that Rune magic is twice the strength of battle magic, so that a *shield 4* cast on the user would count as *shield 1*.

The secondary effect of the *Vortex Sword* is still more terrible - anyone slain by it is utterly annihilated by being drawn into the Void, and cannot be resurrected.

Final Points
Once the Rune weapon is created, the cult champion (or whoever is going to use it) must sacrifice one point of characteristic POW in order to 'attune' it. Having done this, he cannot attune a magic crystal until and unless he relinquishes use of the Rune weapon.

Rune weapons are very, very rarely found as treasure. Having cost the cult wizards at least 30 points of POW between them, the weapon is not going to be allowed to lie in some treasure hoard somewhere. The exception to this is when the cult champion was killed in the middle of the quest and the cult found it too difficult or dangerous to retrieve the weapon. In this case, whatever killed the champion may be hanging around where the weapon fell, ready to fight anyone else who'd like to own it.

Anyone who manages to get hold of a Rune cult weapon will be able to use it by attuning it as above, so long as they are members of a cult incorporating the appropriate Rune.

A couple of notes on the use of Rune weapons in campaigns. First, do not sprinkle them around too freely. Remember that it takes quite a powerful cult to make such a weapon - at least ten priests or wizards at say 95% in the Ritual of Enchantment and prepared to reduce their characteristics POW from 21 to 18. Such a cult would presumably have a highly skilled champion (perhaps one of the wizards?) who would be more than a match for a few player characters. Even if the cult lost the weapon, it would tend to end up in the hands of a powerful character who would do his best to hang onto it. Secondly, Rune weapons will almost be made of iron and will thus require the use of *Divine Intervention* to allow the casting of spells while holding them.

Rune weapons are intended as special items for full campaigns. Initiate-level player characters who found one could use it for the rest of the adventure and would then be well advised to hand it over to their own cult (in exchange for goodwill and a rich reward) rather than become a target for the most powerful treasure-seeking adventurers in the land!□

An Introduction to Traveller

PART 4: CAMPAIGNS

BY ANDY SLACK

In this issue's Introduction to Traveller *Andy Slack looks at the ways referees can go about setting up their own campaign universes and where to get and how to use interesting ideas and plots for adventures to run.*

The decision to run a campaign can occur any time during your exposure to the game; sometimes people become referees solely in order to start a campaign, at other times a campaign will grow almost by itself out of a linked list of scenarios. So how to go about it?

The question is, what kind of adventures do you want to referee? That's to say, are the players going to be revolutionaries, spies, would-be merchant princes, mercenaries, serving Imperial personnel, criminals? The key point is that too many referees start by designing their universe, and only then asking what the players can do in it. Start by deciding what kind of adventures to run, and create a campaign background which will give suitable opportunities.

Second important decision: How much of your campaign will be homegrown, and how much borrowed from published games, scenarios, novels, films and so on? There are several factors bearing on your choice. First and pragmatically, how much time, effort and money are you prepared to sink into your campaign? Which do you have more of to spare? If money is no object, but you have practically no spare time to design in, you will probably wind up running a *Spinward Marches* variant campaign from published material. The important thing to bear in mind is that it will be a variant; any published sector is necessarily vague, and since we are all individuals as soon as we start filling in the details those details will diverge from the designer's idea of how the universe works. Be prepared to remind your players gently from time to time that you are under no obligation to include *Supplement 47*'s ideas on grunge rifles into your campaign, just because they happen to be waving it under your nose.

Using published materials, especially the *Spinward Marches*, has another advantage besides being quick; if you move around a lot, or meet a lot of new players who will be in the group only temporarily, you will have a lot less explaining to do since most of them will already be familiar with the background. Also, if you use a reasonably high-quality product, you can be certain of it being fairly believable - important if you haven't run or played in too many campaigns previously.

The second alternative for a campaign demands both a reasonable amount of cash and quite a bit of effort. This kind of campaign is based on a novel, film, or game. In this, you get the novel, film script, game, whatever you're using, and go through it notebook in hand, taking notes on the background, worlds, governments, technology, races, and so on.Then you sit down with the notes and the rules and translate everything into *Traveller* terms. Again, both you and your players must expect the campaign to slowly diverge from the source. This method has advantages and disadvantages as do they all; some of your players will know the source, and so you'll have less explaining to do; some of them will know it better than you, and ask Awkward Questions. Care must be taken as to which source you use, but this is a matter of personal taste. For novels and series, I'd recommend the *Dominic Flandry* and *Polesotechnic League* stories, both by Poul Anderson; E C Tubb's *Dumarest* saga;Jerry Pournelle's *Future History* (including the *Mote in God's Eye*); H Beam Piper's *Federation and Empire* stories; Frank Herbert's *Dune*. And, of course the *Star Wars* films. Most TV series and SF films are a bit unbelievable for my own taste.

The third major method is to do it all yourself. Obviously, this is at once the cheapest and most time-consuming, and it also has to be explained to your players in detail - though not necessarily all at once. However, it will be exactly what you want, and have exactly what you want in it.

What follows is perhaps less relevant to a campaign based on published sources or novels, but is essential to the do-it-yourself variety.

It consists of writing an overview of your background. This needs to cover both the history and geography of the campaign area - perhaps astrography would be a better word. You need a rough sketch-map of campaign space; this has to show the location and extent of the major power blocs and governments. Do you see the future as a mass of system-states, a vast all-encompassing Empire, or a myriad tiny states of a few to a few dozen planets each?

In trying to 'predict' the future for our games, it's helpful to look to the past. Throughout history there have been pressures for unification of small communities like the Greek city-states; the unification has usually happened, and by conquest or colonisation. Once unified, states are usually held together by loyalty to a leader or dynasty, which is usually supported by the priesthood. So whatever they call themselves, we will likely have a state religion and leaders.

In the *Traveller* universe, the area governed by an interstellar state - assuming one would rise out of the 'inevitable' pressure to unify - is large, and communication across it is slow. The government must have two attributes then; emotional ties to keep its subjects loyal, and stability. A hereditary aristocracy has both these, and while not inevitable, has the advantages of being believable and having a lot of opportunity for scenarios. The ancient Persians are a good place to start looking for ideas on how to run your Empire.

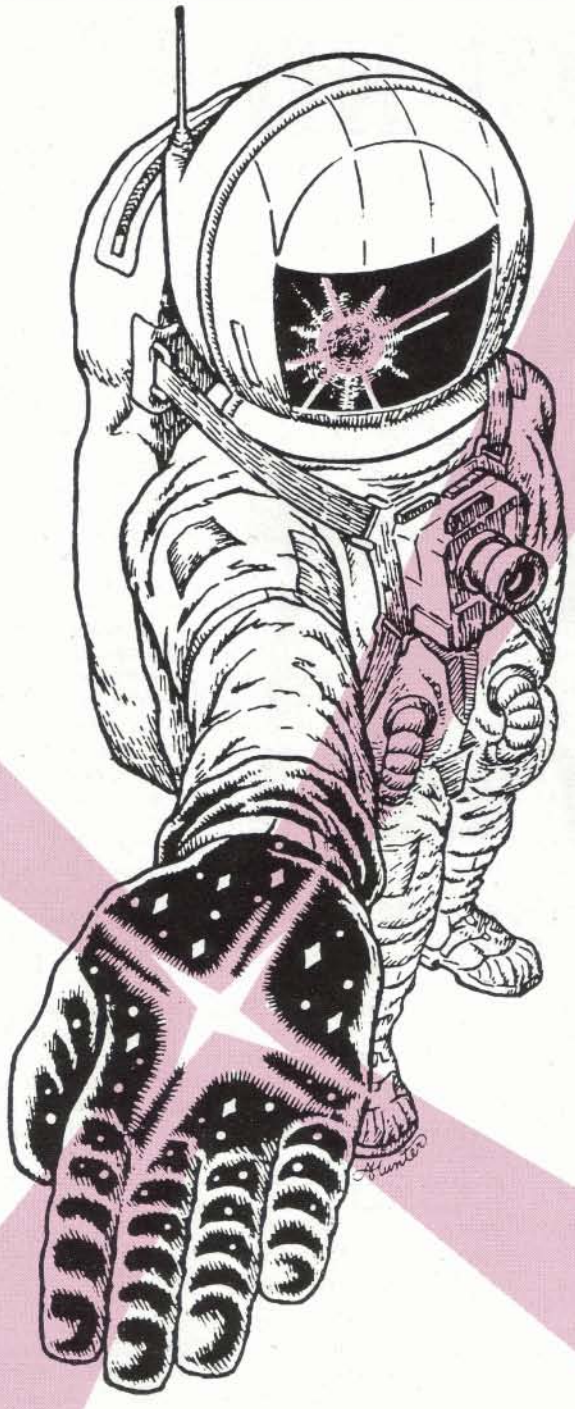
Now, assuming you have a fair-sized Empire, as most referees do, there is one thing you must keep in mind; the Emperor is likely to be more worried about one of his provincial governors revolting and trying to seize the throne or become independent than anything else short of a really major interstellar war. How is he going to ensure it doesn't happen? Again, the Persians had some good ideas. These include independent inspectors wandering around, spies everywhere, the best communications you can manage, and being related to all the provincial rulers. A common step is to separate military and civil rule, so that the armed forces are controlled by independent admirals/generals.

How big is your main state going to be? That is, the state your players live in. Probably it will grow to the maximum size its communications will allow; if we assume that the state will build the best possible courier ships and is prepared to cope with a lag of, say, two years between sending an order and getting an acknowledgment of its receipt - about the biggest lag humans have ever managed - then you have the answer straight away; depending on the rules in use, your Empire will have jump-5 or jump-6 couriers, so at most it will be 52 weeks x jump-6 in radius, or about 300 parsecs from frontier to capital. A little smaller wouldn't hurt, as it's now too big for comfortable comprehension. Using the unadulterated *Book 3* rules, that gives the Empire about 3,500 subsectors and almost 150,000 worlds. More than you'll ever need.

The other states must include several roughly comparable in size to the main one - its main rivals; and many smaller ones.

You're probably panicking by now! Calm down. You will never need more than a dozen or so subsectors to play in; the rest need only be very roughly sketched in on a master map the players will likely never see. When you pick the locale for your campaign, choose a frontier region since this gives the adventurers the most scope. The police are too powerful nearer the centre of government. So, you have a sketch map maybe the size of a *WD* page with major states blocked out on it, and have picked an area of a few subsectors in size to be the main theatre of action.

On to history. Simply put, this must tell how the state the



players are citizens of got to its present position. Again, real history can be shamelessly stolen. Major historical events, such as wars, the invention of jump drive, brief history of the rulers and possibly the state religion, are sketched out on a sheet or two of paper. The players' characters are useful here, especially in the expanded *Mercenary* and *High Guard* systems; their prior service die rolls and assignments fill in detail of the last few decades. If a marine was involved in a battle 4 years ago, there must have been one around then for him to fight in; check your map and decide with whom he fought. How long has the main state had a presence in the region? Why did it come? Was anyone there before then, and how did they feel about it?

The history should also touch briefly on alien races, if any. Alien races are essentially chrome; they look nice and give a nice feel to the game, but usually not necessary. Most adventures can get by very well with only humans involved, the same as most science fiction games. Whenever you introduce one, think - could I achieve the same effect with humans or human states? Most players will request aliens for one of two reasons: (a) to give them something horrible to shoot at with the full approval of their government and other non-player characters; (b) to get hold of a superhuman character for themselves. The classic examples of (a) and (b) respectively are Bugs (from *Starship Troopers*) and either Vulcans or Wookies for the second. In either case, humans are quite sufficient for game purposes. Nonetheless, most referees will want alien races to help the 'feel' of the game - and rightly so! But make sure they *are* alien, and moderately believable; make sure their motives and approach to problems are different from the established human norm of your campaign. Limit them to about one new race per subsector at most.

You've selected a region of the master sketch map and given it an interesting mention in your historical overview. Now, you choose a subsector arbitrarily and work through it in reasonable detail, dicing up the worlds and assigning its worlds to one or another, or none, of the local states and races. No more than the subsector map, names and statistics or worlds are required yet. If you know exactly what kind of worlds you want there, don't dice them; design them deliberately.

Now choose one of your worlds and flesh it out in detail. Bearing in mind everything you've decided so far, you now create the world the adventurers will start on. It may not need fleshing out; you may have pinched one from a published source. You need, in addition to the stats, a couple of pages on the society, government, and mores of the locals, and a few NPC personages worked out in some detail - note that the more powerful the NPC, the less need you have of his characteristics and skills; attitudes and motives are far more important, and increasingly so at higher social levels.

I recommend an essentially earthlike world to start with; this minimises the shock of adjusting for both referee and players. A low-grade starport will help you keep the players on-planet until you're ready for them to move on; size, atmosphere and water percentage similar to our own mean you can stop worrying about them and get on with the adventure; a balkanised world with several governments allows for plenty of action on one world, and average to low law and tech levels help the fun. Population should be fairly low, though, at around levels 5-8, to give a pleasant frontier atmosphere.

Animal encounter tables - well, I usually use *Supplement 2*. It's a lot of hassle dicing up endless animals most of which will be only peripheral details on the game's progress, mere background detail of an unimportant kind. What is important to the game is the creature's appearance and habits, for background and often the animals will hardly enter into an adventure at all. Only if you expect your group to be heavily involved with animals in their adventures on the planet should you bother working them out or detailing them. If you do, I recommend a look at Dougall Dixon's book *After Man* and David Attenborough's *Life on Earth*, both of which will show that creatures can be weird and still believable. An interesting technique is used by Dixon, which referees could well adopt; take an ordinary animal, say a rat or penguin, and stuff it into the wrong ecological niche. Leave for 25 million years to evolve, and see what you come up with. Dixon's penguins which have tried to do a whale's job, or rats hired as polar bears through lack of other suitable applicants, have a marvellous feel to them and would enhance any role-player. Such animals are believable and consistent, but at the same time novel. That's what you need.

The struggle - I'll be brief here as I've already covered this theme in *Backdrop of Stars [WD24]*. Until your players find their feet and invent their own goals in your universe, you must provide them with a struggle to generate commissions. A war or revolution perhaps, culled from your background - that is essentially what it is for, to generate moderate-to-large scale plots in which the players may become immersed. Do the players think they are good guys or wearing black hats? Are they freedom fighters or terrorists in their own eyes? And what do the locals, the government, think of them? It's more fun if the viewpoints aren't in agreement; as for example when the players see themselves as neutrals out for a quick buck, the locals see them as daring Robin Hood types, and the government sees them as terrorists...

Essentially, this is the overall plot of your series of adventures. Each scenario along the way is part of a grander design - a coup d'etat is a nice one to aim at. The struggle is tricky, though; you must try to stop the players from getting so powerful that they have no further need to adventure, while not making them feel that whatever they do makes no difference to the flow of games' events.□

SLAYGROUND

Champions Scenario for 3-5 Player Characters
by Marcus L Rowland

Referees will need normal equipment only. The introduction may be read to players, all other information is for the referee. The title and setting for this scenario were suggested by the novel Slayground *by Richard Stark, but there is no other resemblance between the novel and this scenario.*

Introduction

Time: Bank Holiday Monday, 11.45am.
Place: Somewhere in London, England.

In a large London square, normally a quiet pedestrian precinct, the air throbs with the noise and music of a small funfair. In the centre of the square the peace of a small garden is disturbed by an unusual event - a visit by a group of superheroes collecting money for charity.

While the superheroes demonstrate their powers to the crowds' applause, there is a sudden noise as a rocket streaks into the sky. It explodes high above the square, its sparks forming letters as they fall:

YOU MAY GO LOW, YOU MAY GO HIGH,
BUT SUPERHEROES, YOU WILL DIE.
WE CHALLENGE YOU TO FIGHT TILL NOON,
COME SUPERHEROES, MEET YOUR DOOM!

The crowd stirs in confusion, but the team soon realise that the signal is no empty threat. Towards the north of the fairground a giant ape is climbing the helter-skelter....

Referees Notes

The superheroes visit has disrupted the plans of a group of supervillains, who intend to rob a bank on the south side of the square under the cover of the fair's noise. The supervillains and their accomplices have hastily prepared several ploys to distract the heroes while they break through the vault's final defences, and intend to do maximum damage to the superheroes in the process.

Villains

There are three supervillains with six henchmen, led by;

PROFESSOR DEATH			Pts	Powers	
Value	*Characteristic*	*Cost*	57	Multipower, Psionic abilities, 40 point reserve.	
15	STR	5		1 x 40 point slot, Teleport.	
15	DEX	15		1 x 20 point slot, Telepathy.	
15	CON	10		1 x 20 point slot, Telekinesis.	
15	BODY	10		1 x 10 point slot, Ego defence, fixed slot.	
25	INT	15	15	Damage Resistance	
15	EGO	10	9	Computer Programming	
10	PRE	0	81 =	Cost of powers.	
6	COM	-2			
5	PD	2		*Disadvantages*	pts
6	ED	3		Unluck	10
3	SPD	5		Berserk on 11 or less if physically attacked,	
6	REC	0		roll 11 or less to recover	20
52	END	11		Hunted by Mafia	20
30	STUN	0		Secret Identity	15
Characteristics cost = 84				Disadvantages total	= 65
OCV = 5. DCV = 5. ECV = 3					

Manfred Ball (alias Professor Death) was an electronics researcher who was experimenting with methods of electronically boosting psionic powers. During one experiment a momentary short circuit sent several thousand volts through the apparatus, which exploded. While recovering from minor burns the professor realised that he had acquired psychic abilities, using *Telekinesis* to move water glasses and *Telepathy* to call nurses. He also realised that he would like to make an easy living from crime, and began a career as a phenomenally successful burglar and assassin, at one stage working for the Mafia but now free-lancing after a severe disagreement. He is still interested in science and made the equipment used by the villains. In his persona as Professor Death he wears black motorcycling leathers and a black crash helmet with a one-way silvered visor. His colleagues are:

BAST			Pts	Powers	
Value	*Characteristic*	*Cost*	22	Martial Arts	
15	STR	5	20	Acrobatics	
20	DEX	30	15	Climbing	
15	CON	10	15	Disguise	
20	BODY	20	8	Extra limb (tail, in super identity only)	
20	INT	10	5	Instant change	
20	EGO	20	85 =	Cost of powers	
20	PRE	20			
30	COM	10		*Disadvantages*	pts
8	PD	5		Hunted by UNTIL, 11 or less	25
8	ED	5		Hunted by INTERPOL	20
5	SPD	20		Overconfidence (belief in divine status)	20
6	REC	0		Terrified of dogs (irrational actions)	15
40	END	5		Terrified of fire (irrational actions)	15
35	STUN	0		Secret identity	15
Characteristics cost = 160				2 x STUN from sonic attacks	10
OCV = 6. DCV = 6. ECV = 4				Unluck	5
				Villain bonus	20
				Disadvantages total	= 145

Bast was an UNTIL researcher who was accidentally injected with recombinant DNA from a leopard. She gradually developed her powers after the accident but simultaneously developed a form of megalomania and began to believe that she was an Egyptian goddess. UNTIL tried to cure here but she escaped, assumed a secret identity as Alice Clarke, a beautician, and became an international criminal. She wears a leather cat suit and mask with a jewelled collar that looks like, but is not, a power focus. All the jewels in the collar are stolen.

At the start of this scenario Bast is disguised as an old lady and will attempt to infiltrate the group of superheroes by pretending to be a typical incompetent NPC. Players should be encouraged to think that she might be a dependant of

one of the supervillains.

In this disguise Bast carries a basket of knitting including four sharp needles used as knives.

THE THING WITH NO NAME

(hereafter called 'No Name')			Pts	Powers
Value	*Characteristic*	*Cost*	15	Damage Resistance
30	STR	20	20	Density increase
10	DEX	0	10	Growth
20	CON	20	10	Superleap
20	BODY	20	165 =	Cost of powers
9	INT	-1		
10	EGO	0		*Disadvantages* pts
20	PRE	10		Hunted by Welsh superhero group, 11 or less 30
2	COM	-4		Psychopathic killer (can cause irrational acts) 15
15	PD	9		Unusual looks (ugly) 10
10	ED	6		Berserk on 11 or less if mentally attacked, recover on 14 or less 10
3	SPD	10		Public identity 10
15	REC	10		Disadvantages total = 75
60	END	10		
45	STUN	0		

Characteristic cost = 110
OCV = 3 DCV = 3 ECV = 3

This creature is apparently an android or bio-engineered clone, but has no idea of its origins. Its earliest memories are of an attack on an experimental fusion reactor in a Welsh university, in which it incidentally injured nearly twenty students. No Name envies and hates all normal humans, and enjoys causing pain. It thinks itself superior to 'lesser' creatures, and thus reacts violently to mental attacks which threaten its ego. No Name looks like a spectacularly ugly human male, but is actually asexual. It wears a green costume without markings.

The supervillains have six accomplices, all comparable to the typical VIPER agent in *Champions* but equipped with varying weapons and equipment:

Amos Grant Skills: *Luck* 10pts; *Martial Arts* 10pts; +2 skill all firearms 10pts.
Equipment: Pistol 4d6, 20 shots; 4 sticks dynamite; 1 knife.

Jane Dunn Skills: *Martial Arts* 10pts; +1 skill all firearms 5pts.
Equipment: Pistol 1d6+1; 6 shots; +6 defence bulletproof vest (works on 11 or less); 2 sticks dynamite; 2 fragmentation grenades.

Don Charles Skills: *Luck* 10pts, +2 skill level all firearms 10pts.
Equipment: Blaster rifle 6d6, 20 shots, selective fire; +6 defence bullet proof vest (works on 11 or less); 2 fragmentation grenades. He is a psychopath. (can lead to irrational acts).

Emily Frost Skills: *Disguise* 10pts, *Martial Arts* 10pts, *Stealth* 10pts.
Equipment: 3 knives; pistol 1d6, 6 shots.

Rex Anders Skills: *Climbing* 15pts, *Martial Arts* 10pts, *Luck* 5pts.
Equipment: Sawn-off shotgun; 4 knives; 2 fragmentation grenades.

Fred Dale Skills: *Climbing* 15pts, *Security Systems* 10pts, *Stealth* 15pts.
Equipment: 8 sticks dynamite.

All supervillains and villains also wear tiny radio receivers concealed in their left ears, and can hear signals transmitted by any of the three supervillains who carry larger scrambled radios disguised as watches. These watch radios are transmitters only.

The Fair

The fair has been set up in a paved square, with a flat dry surface. The central park consists of a lawn and flower beds with a gravel path, surrounded by a metre-tall hedge and a two-metre tall spiked iron railing. There are four gates around the park perimeter. Mobility is reduced by 1" on the lawn and by 2" on the flower beds. At various points around the central park and the square are two-metre long concrete benches and cylindrical concrete tubs holding steel litter bins. Benches weigh 400kg and are thrown as unbalanced objects, tubs and bins weigh 150kg and 20kg respectively and are thrown as balanced objects.

The entire area is densely crowded, with most ground hexes occupied by at least one person. For each hex in which any activity occurs roll 3d6:

Roll	*Result*
7 or less	No occupants
8-10	1 occupant
11-16	2 occupants
17 or more	3 occupants

Generally around 40% of those present are adults and the rest are children, but this proportion can vary. Roughly 25% of the adults present are superhero 'groupies', who will ignore any police or other order which might mean that they could not watch their heroes in action. They will not leave the square. Others will start to leave the square once any combat starts, and there is a progressive DM of -1 on the 3d6 roll above per minute the adventure runs (one minute = 5 turns), maximum DM -7.

There are houses and shops around the square, all 5-storey buildings with sloping roofs. The square is crossed by one-way streets across the north and south edges, but these streets are closed to traffic for the fair.

With the following exceptions none of the buildings are relevant to this scenario;

Building 2: Private flats. Don Charles has broken into an unoccupied flat on the fifth floor, and has set up a sniping post in a room overlooking the square. He is in shadow and will not be visible to normal sight until he opens fire.

Building 16: This bank is the criminals target. They have tunnelled through sewers from a fairground stall (S6) and are prepared to blow through the last wall and into the vault. This vault is an extremely modern design especially developed to resist superpowers, and it is impossible to silence its alarms. The villains thus plan to 'accidentally' break several windows while fighting the superheroes, as a prelude to the final break-through and robbery. The criminal's main target is a single safe holding £3 million in platinum ingots, and they will only take 5 minutes to break it free. Full details are given in the timetable following the description of the fair.

Helter-Skelter: A conventional wooden fairground structure 15 metres tall, occupied by 3d6 children at the start of the scenario. There are four main beams supporting it, each breaking under blows of 6 body or more. It will collapse if two or more beams are broken. The ape is actually a hologram projected from a truck (T1) on the south side of the square.

This truck is armoured (strength 14 body) and weighs 12 tons, and is armed with two light autocannon in concealed pop-up turrets. It is camouflaged to resemble a normal moving van, of the type used by the fair. On-board equipment includes a complex holographic projector linked to a computer animation system, plus communications gear. The projector can produce apparently solid animated images up to 10 metres tall of any three-dimensional object. Those available include a model gorilla, a rubber spider, bat, snake, and rat, and other toys and utensils. The projector's beam is normally invisible but can be seen as a faint glow in fog or smoke. Range is naturally limited to line of sight. Anyone looking directly down the beam will see a bright oscillating light emitted by a 'ventilator' on the truck roof.

Professor Death operates the projector and computer, but can switch to automatic control if he wishes to concentrate on his powers. Amos Grant operates other systems, including the weapons which are controlled from a single panel.

If the Professor decides that this vehicle is unusable for any reason he will activate delayed action explosives in the projector and computer then *teleport* out (with Grant if he has sufficient power left, otherwise on his own). The charges will explode two turns later as eight sticks of dynamite.

Chairoplane. A complex machine consisting of six four-seater cars mounted on jointed girders moved by hydraulic pistons. Girders have strength 9 body. Cars move at a maximum 6" per segment to a maximum height of 5 metres, and weigh 250kg each.

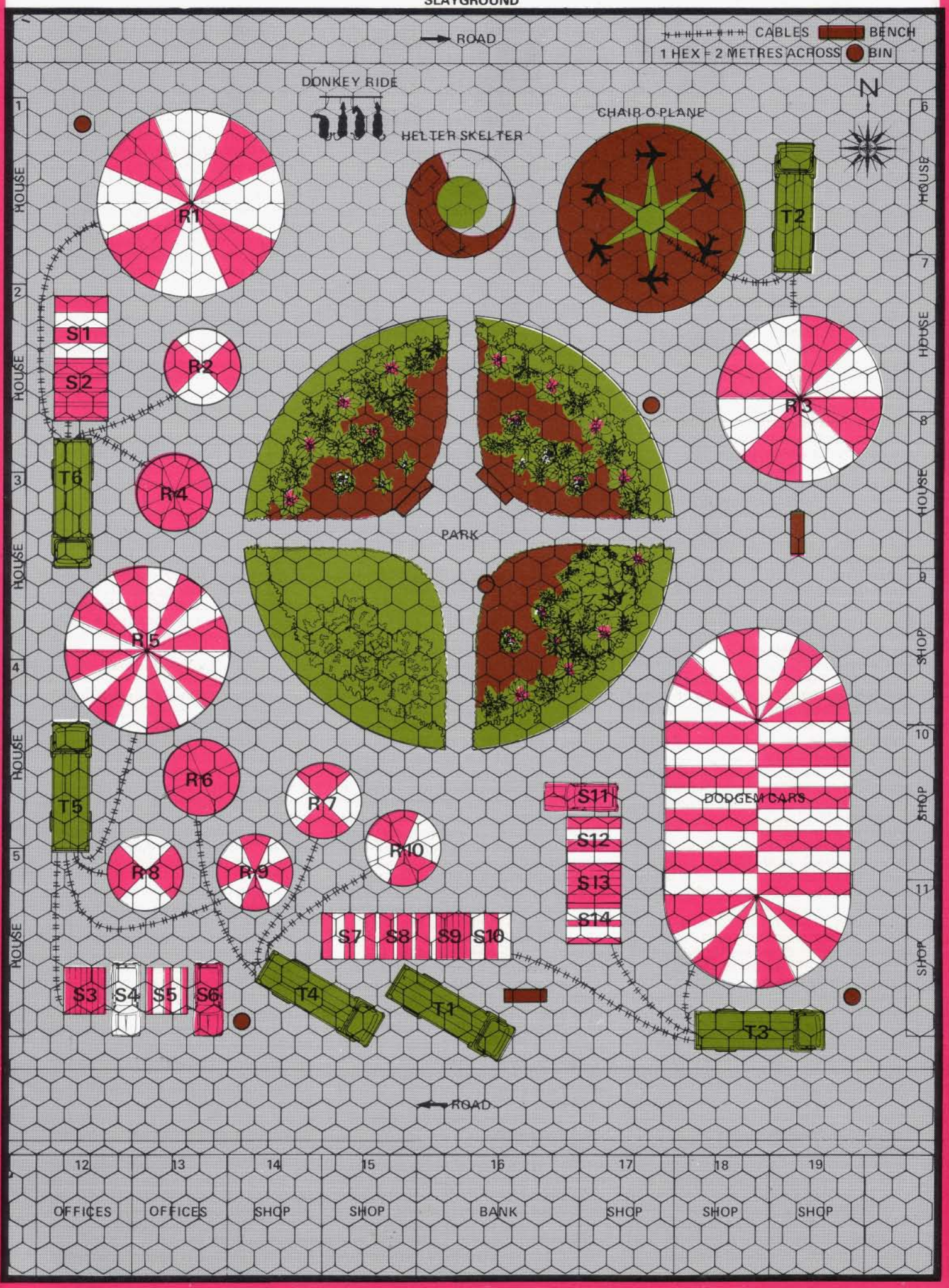
Earlier in the day Jane Dunn visited this and several other rides, representing herself as a safety inspector. She has sabotaged this ride by modifying its motor controls, so that it can be made to speed up when she transmits a radio signal. She also shorted out the fuses in this ride's generator truck (T2) so that it will draw a massive overload before the generator fails.

At the start of the adventure she will transmit a signal from a model aircraft controller, then mingle with the crowd. On receipt of the signal the chairoplane will speed up to 8" per segment over 3 turns. In each segment thereafter there is a chance that one or more cars will break loose (roll 3 or les on 2d6 per car) and fly out across the fairground. They have stubby wooden wings and will stay aloft for 2d6 segments before hitting the ground. All cars are full.

Dodgem Cars. A large oval structure with a slippery steel floor (strength 8 body) and an electrified wire ceiling (6 body) under a tent roof. Anyone making a short circuit between the floor and the 3 metre ceiling will take 6d6 electrical damage. The floor is occupied by 34 electric cars, each occupying one hex, moving at speeds up to 4" per segment and weighing 180kg. At the start of the adventure all cars except one hold two occupants; the exception holds No Name, who is wearing his costume and waiting to be noticed by a superhero. No Name will engage any superheroes in combat but is waiting for a radio signal, on which he will throw something (an innocent bystander, a superhero, or a dodgem car) through one of the shop windows beside the ride, thus setting off burglar alarms which will cover the vault explosion and alarms.

The dodgem cars are powered by a generator truck (T3) which also powers lights on two rows of stalls. Cables from ▷

SLAYGROUND


ROAD
CABLES
BENCH
1 HEX = 2 METRES ACROSS
BIN
N
DONKEY RIDE
HELTER SKELTER
CHAIR-O-PLANE
R1
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T5
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PARK
DODGEM CARS
HOUSE
SHOP
ROAD
OFFICES
OFFICES
SHOP
SHOP
BANK
SHOP
SHOP
SHOP

this and other generator trucks are 5cm in diameter and anyone crossing one must make a 3d6 saving throw under DEX (modifier +1 per 1" speed) to avoid tripping for 1d6-1 damage per 1" speed.

Roundabouts. There are 10 roundabouts, three large and seven small. Large roundabouts weigh 12 tons, small 4 tons. All are powered by one or another generator truck. Roundabouts are marked with the letter R and a number. With the following exceptions all are innocuous:

R1. Jane Dunn sabotaged this ride, rigging its lighting circuit so that bulbs will explode at random intervals. Such explosions will occur every turn (on a roll of 2 or less on 1d6) and will sound like gunshots. They are harmless.

R6. A ride for very young children. At the start of the adventure the owner will panic and desert the ride, leaving it running. In any turn there is a chance (roll 1 on 1d6) that a child will fall off. There are 25 children on the ride, all of whom have base characteristics of 5 in all attributes.

Stalls. There are 14 stalls in the fairground, holding a variety of games and goods. Three (S4, S6, S11) are built into vans, the rest are canvas on wooden frames. Unless otherwise stated all stalls are innocuous:

S1. Cocunut shy. **S2.** Shooting gallery
S3. Toys.
S4. Fried food. The owner is very generous and will offer any superheroes free food. Anyone eating such food must make a 4d6 save under constitution after 3d6 turns or be incapacitated by nausea for 1d6 turns. The food is not poisoned, just badly cooked.
S5. Penny-rolling game.
S6. Candy-floss van. Emily Frost occupies this van, which is parked over a manhole cover. Rex Anders and Fred Dale have used the manhole to enter a sewer and broken through one of its walls to tunnel to the bank vault. They have now prepared a plastic explosive charge to break through the vault wall and await a signal from Professor Death before detonating the charge. There is a hatch in the van floor and a winch in its roof, disguised as a ventilator fan.
S7. Hoop-la game. **S8.** Darts game.
S9. Tombola game. **S10.** Sweets.
S11. Ice cream. Shooting gallery
S12. Shooting gallery (air rifles).
S13. Ball throwing game.
S14. Video and gambling machines. This stall is actually totally harmless but a fibre-glass Dalek is parked outside, looking suitably menacing and operated by a fairground employee. Players should be encouraged to believe that it might be a threat.

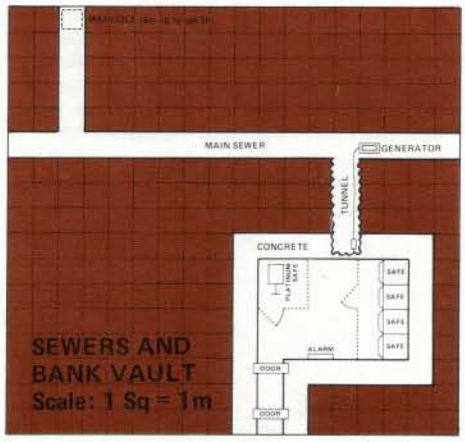
Donkey Ride. A group of 5 donkeys tethered to a wooden hitching rail. In each turn there is a slight chance (roll 2d6 for 3 or less) that one will break free and bolt randomly across the fairground.

Bank Vault and Robbery

The banks vault has a two-metre thick concrete wall, with an inner mesh of fine wires connected to a new type of security system invented by an American firm owned by the philanthropic Wayne Institute. This security system can only be deactivated by the palm print of three members of the bank staff in different areas of the bank, and incorporates a powerful psionic jamming module which blocks *clairvoyance, telekinesis,* and *teleportation* throughout the vault. The security system itself is housed in a steel box on the south wall, armoured to take 10 body damage.

The vault is subdivided by two cage enclosures, each with a locked gate (strength 9 body). The eastern section holds four strong steel safes (strength 14 body each), each holding 10d6 thousand pounds in notes and coins. However, the thieves main target is a mobile safe (weight 100kg, strength 12 body) on a trolley in the north-west corner, which holds 200kg in platinum bars. This shipment is worth £3 million, and is destined for the British section of the United Nations interstellar probe project now under construction (with superhero help) in the Australian desert.

The criminals have entered the main sewer which runs under the square (depth of liquid 15cm, wall strength 8 body; if any superhero with a smell sense power enters the system they must make a 4d6 save under constitution or suffer incapacitating nausea for 3d6 turns) and have used an electric jack hammer powered by a small generator to tunnel to the vault and through most of the wall.



When Professor Death signals, Rex Anders and Fred Dale will use a plastic explosive charge to smash the final few centimetres of the wall, dynamite the security system (thus admitting Professor Death) and start work on the cage holding the platinum. The money is of secondary interest and will be left if there are any problems. After the criminals have used their first explosive charges the sewers will start to fill with panic-stricken rats, and the referee should remember to check that none of the superheroes entering the vault or sewers suffers from a fear of them.

Timetable

The following events are either planned by the villains or will naturally occur during the scenario;
11.45. Rocket launched, ape hologram projected.
11.45.30. Police officers in fairground summon assistance.
11.48. Explosives ready for detonation.
11.50. Criminals enter vault; 1d6 police cars arrive; local news helicopter arrives.
11.55. Criminals have platinum ready to load into van. Police helicopter arrives.
11.56. Heavy police units arrive; 10d6 superhero groupies arrive.
11.58. Platinum van ready to leave.
11.59. Criminals fall back to truck and van (or steal alternative transport).
12.00. Criminals attempt to leave.

Police

At the start of the scenario 6 police officers will be in the fairground. All have characteristics as the typical UNTIL agent and the following skills: *Detective Work* 10pts; *Martial Arts* 15pts, and carry truncheons (used as clubs) and radio transceivers. On a roll of 6 (per officer) on 1d6 the officer will have some degree of luck, roll 1d6; Result 1-3 = 5pts luck, 4-5 = 10pts luck, 6 = 15pts luck. Officers arriving in police cars will have the same skills and equipment. On a roll of 5 or 6 (one die) they will also carry heavy pistols, 6 shots 1d6+1, and have +1 firearms skill. Heavy police units are large vans, each holding 8 officers equipped as above plus three snipers, equipped with bullet proof vests and heavy rifles, 2d6+1 with telescopic sights. Three vans will arrive.

Groupies

Superheroes are a comparatively recent phenomenon, and there are many people who treat them as though they were pop stars or minor deities. Once local news announce that a superhero combat is developing any groupies in the area will converge on the scene. These groupies are easily recognised by their weird costumes (reminiscent of the garb of several superheroes mixed together) and by their community singing and chanting of cries such as 'Come ON the HEROES'. Groupies should be treated as minor obstacles or as convenient projectiles for supervillains.

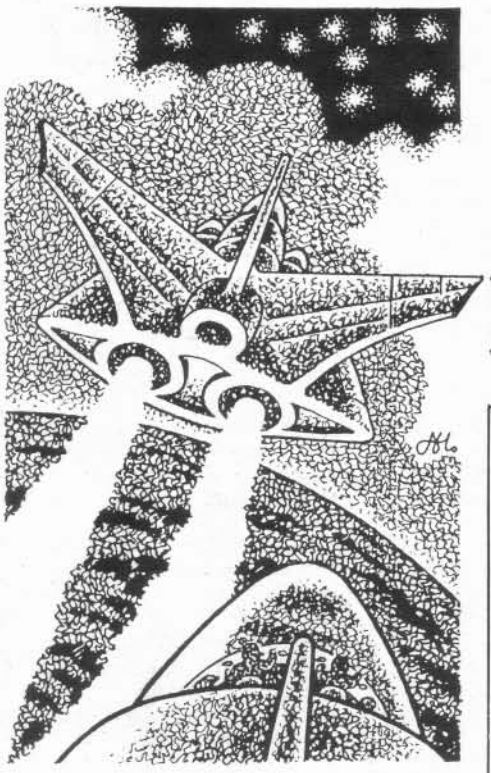
Victory Conditions

Throughout the adventure referees should keep careful track of all actions performed by player characters, and award victory points accordingly. Referees should bear in mind the conditions suggested in the *Champions* rule book. Certain acts and events are suggested as worthy of special bonuses or penalties:
Arrest any supervillain = +3 points (individual)
Kill any supervillain = +2 points (individual)
Arrest any accomplice = +1 point (individual)
Kill any accomplice = +½ point (individual)
Arrest all 3 supervillains = +3 points (group bonus)
Arrest all 6 accomplices = +3 points (group bonus)
Per innocent bystander killed = -3 points
Per groupie killed = -2 points
Per person injured = -1 point
If panic and/or riot occurs = -6 points
Arrest bonuses should be granted if a criminal is later killed. Group bonuses for arresting all 3 supervillains or all 6 accomplices should not be granted if members of these classes are killed. It is additionally suggested that the group be awarded a bonus of 5 points if they remember to resume their charity collection once they have dealt with the criminals.□

STAND BY TO REPEL BOARDERS

Starship Security in Traveller
by Andrew Miller

Starbase *is a regular* Traveller *department edited by Bob McWilliams. This issue, starship security in* Traveller *- standing orders for piracy.*



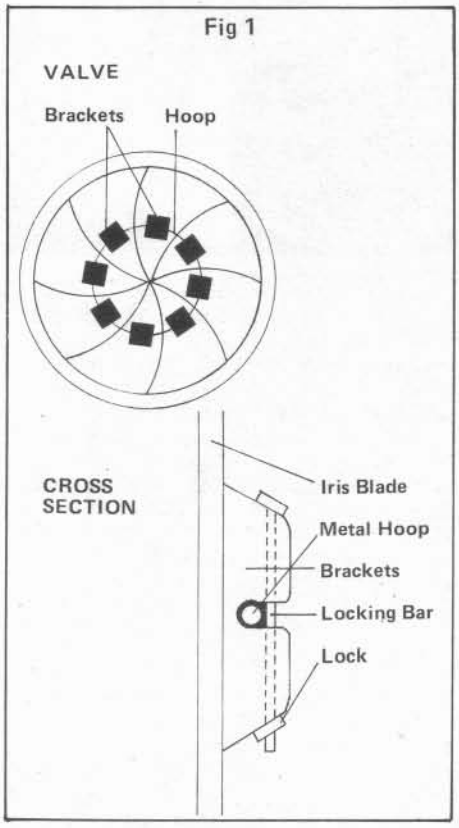
Weaponry
Most starship crews are heavily vetted and carry armaments while in flight. For corridor personnel the standard armament is snub pistols and flak jackets, while personnel likely to come into contact with passengers would carry a concealed body pistol at most. Large ships have security personnel, armed with assault rifles or shotguns.

In the event of a boarding all crew will don vacc suits, and change to laser weapons which are racked at frequent intervals in crew-only areas. To prevent the use of these weapons by boarders, no power packs are provided; they plug into power outlets, set into the walls, and controlled from the bridge. Passengers are disarmed before they embark and their weapons are stored in the ship's locker until after arrival.

Portals
Iris valves are not indestructible and can only take as much damage as a bulkhead. To positively lock an iris valve brackets are fitted to each blade so that a metal hoop can be passed through and locked into all of them (see fig 1).

Hatches open into areas which defenders will probably be able to hold and are fitted with a locking bar on that side. Important portals are usually fitted with weapon detectors hooked up to the bridge. Crew are issued with tags sewn into their clothing (only they know where) which negate the detectors.

Fig 1



Interior Conditions
These are always controlled from the bridge. Pressure is very useful in defence. Defending areas are put up to two atmospheres and attacking areas are depressurized or filled with a low pressure opaque gas. Defenders should stay affixed to walls away from the entrance so when the entrance is finally forced open (despite the locking bar and two atmospheres pressure) they are not half killed by the rush of air and debris. Sadistic defenders scatter small razor sharp fragments around to slash up enemy vacc suits (count as shotgun).

Light and gravity can also be used to help the defence. Switching off the gravity gives three dimensions to move in and increases the area an enemy must scan or shoot up. Lack of light can slow up enemies, especially if they are trying to move heavy cutting gear along narrow corridors. Alternatively, darkness will hide defenders while red light is used to show up attackers.

Design
All too often I have seen air locks which open into bridges or maintenance hatches that lead through the avionics into the bridge. The bridge is the nerve centre and must be protected; if this area falls, all the ship will. It is preferable to mount it centrally with the only access a single, fairly long, straight corridor. The power plant should be fitted with the bridge as loss of this means loss of communications, energy weapons (including crew lasers), iris valves, main lighting, detection systems and air pumps. Also the computer, security room, armoury, ship's locker and some avionics can be fitted with the bridge. This measure also helps stop battle damage to these vital systems.

Corridors can be protected by fitting armoured shields, which swing down garage door style, to block them at intervals. They can be fitted with gunports and take as much damage as bulkheads. They are fitted only in crew-only areas to avoid panicking passengers.

Always handle NPCs intelligently and make use of standard fitments. For instance, steel discs and a rapid setting concrete-like foam are used to seal the hull in emergencies; the foam can be used to seal hatches as well. Fire sprinklers can be used to help disperse some smoke and gases. 'Use your head' is the main message.□

As a Traveller *starship designer, I feel I should add a few comments of my own. Any ship is bound to be a compromise between conflicting requirements, and for the sake of interest each should be different. These criteria mean that ideal arrangements will not and should not be very common. Who wants to hi-jack an impregnable ship? This does not mean that the crew shouldn't have a fighting chance - in that Andrew is correct.*

Regarding some specific points, it seems to me that the primary requirement for the power plant is to be as close as practicable to the manouevre and jump drives, partly to reduce energy transfer loss, partly to simplify engineering access. Huge amounts of power are involved and it does not seem wise to have cables running the length of the ship to transfer this energy. Remember also that the power plant is usually a fusion reactor, and radiation is not the best neighbour for delicate electronic equipment. -BM

The Daughter of Danu

by Alan E and Charles M Paull

An *AD&D* mini-module for 3 to 5 characters of 2nd to 4th level run by experienced players using the monsters in *WD38's Fiend Factory* and drawing from *AD&D and the Land of Faerie* in *WD37*. Details of the setting are deliberately sketchy to facilitate the grafting of the modules onto the DM's own world.

Player's Introduction

The adventurers have arrived at the small village of Whitstone, which lies in a narrow valley between two low hills. Though it is early spring a light sprinkling of snow has dusted the landscape, but this has not obscured the huge chalk figure, which dominates the view. The turf has been removed from a wide area, exposing the underlying chalk in a crude, though easily recognisable representation of a human female, clad in robes. The village is made up of a small circle of wooden huts enclosed within a wooden fence. In the centre of the village are a pond, a horse-trough and a large, gnarled oak-tree surrounded by grass and flowers. The village is silent and seems deserted.

DM's Notes

The Chalk Goddess. The figure is a representation of Danu, Celtic goddess of the seasons, who is worshipped by the villagers. Near the top of the hillside into which the figure has been carved, is an upright altar stone, upon which animal sacrifices are made.

The Current Troubles. The villagers can be found in their homes in an atmosphere of gloom and despondency. On questioning they will reluctantly give the following information concerning their circumstances.

A month previously during a sacrificial ceremony to welcome the spring a mysterious voice from behind the sacrificial stone had demanded 'in the name of Danu' an infant sacrifice, to be presented and left at the stone on the next night. If they did not comply, they were warned, spring would not return to the land. Though the villagers were frightened, especially as Danu did not normally want human sacrifices, they did not obey the command.

In the night after the deadline monsters attacked the village, killing two men who had tried to stop them, and taking captive a mother and her baby. The other villagers had barricaded their doors and only a very hazy description of the monsters can be obtained.

Earlier today the voice repeated its demand, and the villagers fear that spring will never come, if they do not give in.

The Goblins. In the tunnels there are two rival tribes of goblins: the tribe of the Dripping Fang, who are short (about 3 feet tall), fat, have long pointed ears and very small noses; and the tribe of the Twisted Rat's Head, who are taller (about 4 feet 6 inches), with pointed noses, angular features and webbed fingers.

These goblins comply with the details in the *Monster Manual* except for the following important changes:

1. Both tribes are Chaotic Evil.
2. Members of the Tribe of the Twisted Rat's Head are Armour Class 5, Movement 9", hit points 1 - 6.

There is very little co-operation between the two tribes, though both worship Black Annis, but they do not normally war against each other. Considerable jealousy is generated by their difference in height, the Rat's Heads believing themselves to be superior. Players may be able to exploit this antagonism.

Braedirk and Black Annis. Braedirk the duergar rules his goblins through fear, by means of an illusory redcap, who 'lives' in the cave to the east of Braedirk's laboratory. A certain amount of real peril exists for inquisitive goblins (and others), because the cave contains a mimic, which Braedirk allows to live there. Braedirk and Black Annis use the goblins to secure captives; Braedirk receives the adults, who supply the blood necessary for his evil twisted magical experiments, while Black Annis consumes the infants and children. The relationship between the duergar and Black Annis is based on mutual respect for each other's power rather than any real friendship.

The Tunnels. Except where noted otherwise the walls and roof of the complex are rough-hewn rock and the floors hard-packed earth. Ceilings are about twelve feet high. As the creatures of Faerie prefer it dark, the tunnels are unlit.

Descriptions for the DM

1. Entrance. Behind the altar stone is a concealed entrance. From the outside it appears to be an upward sloping piece of chalk hillside. On close inspection (roll 1 - 4 on 1d6 for each character searching) a crack in the chalk will be revealed. It forms a set of double doors, 8' wide and 8' high, which opens inwards (into the hillside). Beyond the doors stretches a long 20' wide corridor. (Players may note that this corridor will not fit into the hillside, but the DM should not point this out). The threshold forms a portal into the land of Faerie.

2. Main Tunnel. Growing in the earthy floor are mushrooms of many different sizes from a few inches to several feet high, which are gathered by the goblins when they can't get meat. The mushrooms are not dangerous. A stream, which is only a few inches deep and a couple of feet wide, flows south west through a gap in the corridor wall. Remember that wet boots will quickly become caked in mud!

3. Passageway. This passage is extremely rough-hewn. The floor is an uneven switchback and the tunnel twists and turns in a vaguely easterly direction.

4. Rod of Darkness. A sheet of magical darkness formed by a *Rod of Darkness* shields the entrance to the spriggans' lair. This black rod has two halves which may be fitted together for carrying. When parted, a thin curtain of magical *darkness* will hang vertically between the halves, extending to the floor. The screen acts in the same fashion as a *continual darkness* spell except that it is only a two dimensional effect. The halves of the rod may be hammered into cracks or crevices and their position will be concealed by the *darkness*.

5. Lair of Spriggans. To one side of the cave running approximately north to south is a 15 feet high ridge of hard-packed slag. A small charcoal furnace in the north east section of the cavern casts a reddish glare upon the ceiling and walls, a glare which is visible over the rise in the floor. Anyone falling into the pit will sustain 2d6 damage.▷

▷Three spriggans (AC5 to 9; HD: 2d8; HP: 10, 12, 7; Att variable; grow in size during encounter) are smelting ore in the furnace. If intruders enter the chamber, the spriggans will attack, moving forward slowly, in order to use their special ability to frighten their opponents. They will not pursue beyond the *Rod of Darkness*. By the furnace lie four ingots of tin (worth 45gp), and the various mining tools used by the spriggans. Hidden in the south end of the slagheap are two bottles containing *Potions of Protection from Cold* (as 1st level clerical spell *resist cold*, but the duration is 4+1d4 turns).

In addition in the south of the lair is a gray ooze (AC8; HD: 3d8+3; HP: 16; Att 2-16; corrodes metal, impervious to spells, heat or cold). It keeps out of the way of the spriggans and lives off their left-overs.

6. Guardroom. A rough stone barricade crosses the centre of the room. In the south west corner is a small net, used for catching rats. The room also contains three 'Rat's Heads' goblins (AC5; HD: 1d6; HP: 1, 6, 2; Att slings, daggers, morning stars), one of whom is guarding. The other two are playing 'rat darts', in which rats are cast (using slings) at a target. Treasure: 1d6gp each.

7. Guardroom. Two 'Rat's Head' goblins (HP: 4, 2; Att spears) playing 'ratrace'. These goblins are supposed to be on guard to stop unauthorised goblins (and others) from getting at the females. Treasure: 1d6gp each.

8. Female Quarters. This room contains six crude straw mattresses, a small culture of cave mushrooms and six female goblins (AC6; HD: 1d6-1; HP: 1, 3, 2, 4, 1, 5). They hate the males and may be persuaded to fight them!

9. Greysilk's Boudoir. This chamber contains ornate furnishings, including a large four-poster bed with curtains, several open trunks overflowing with coloured silks, a finely-carved wooden table and a wardrobe with a full-length mirror. Above the door and at 90 degrees to the wall a sturdy wooden pole juts out, forming a strong perch, for the room is the lair of Greysilk, a fay stirge (AC10/8, HD: 2d8, HP: 11, Att dagger, plus *suggestion, charm person*, and two 1st level houri spells - *fascination*, and *kiss of sleeping*; also 1-6 bite and blood drain in stirge form). Braedirk and Black Annis tolerate Greysilk's presence, so long as she does not get out of line. However, she dreams of amassing power for herself and will attempt to manipulate the adventurers to that end. The goblins fear her greatly. Treasure: Her largest trunk has a false bottom, the hidden space containing 600sp and 200gp. Secreted on her person is a small vial, which contains a *Philter of Love*, and in addition she wears an emerald clasp (worth 350gp).

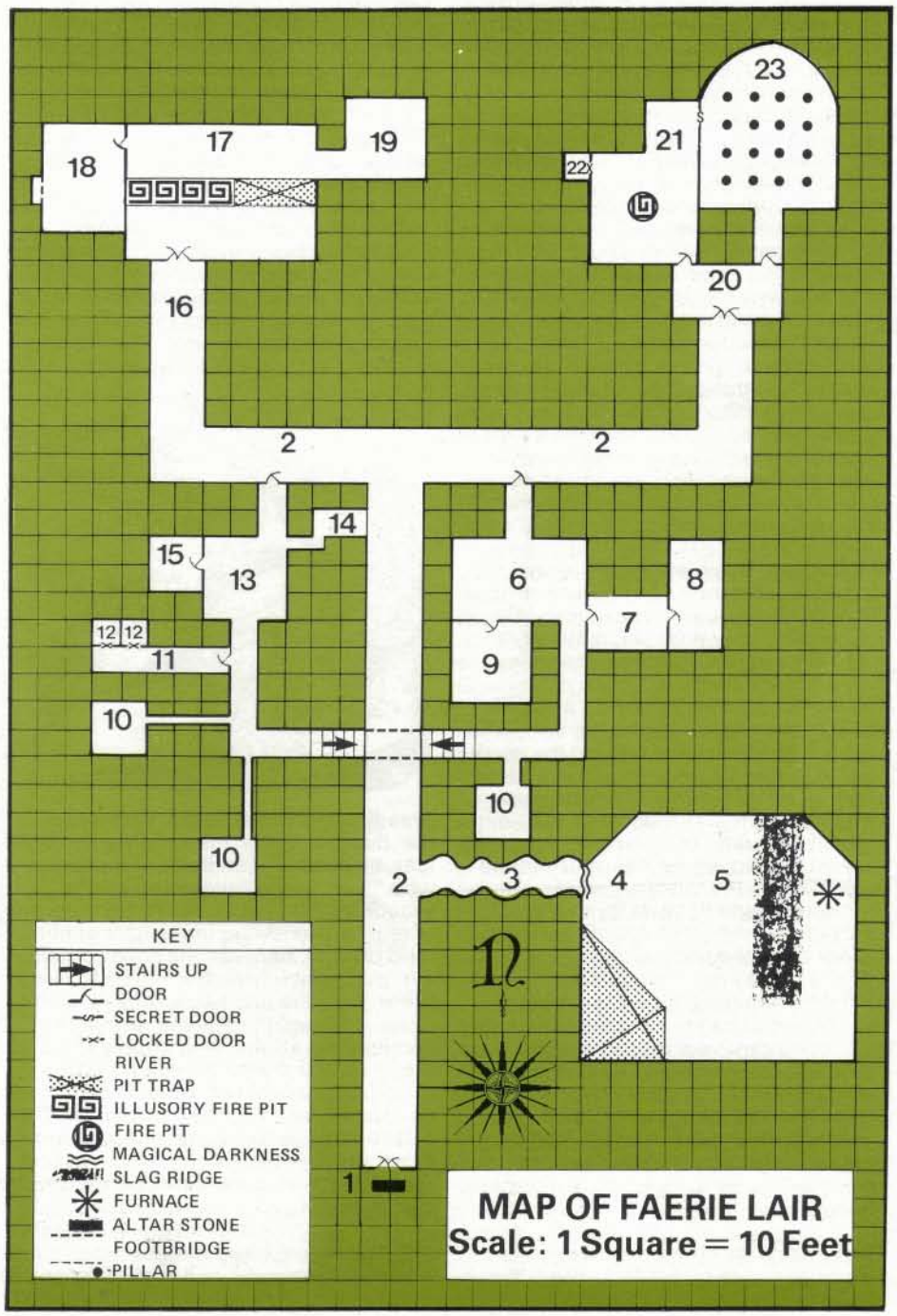
10. Goblin's Quarters. Each of the three rooms contains 5 piles of straw, as beds for the Rat's Head goblins. They are each currently occupied by two off-duty sleeping goblins (HP: 3, 1, 6, 2, 6, 4; Att spears and short swords). These individuals will be awakened by loud noises in the Rat's Head goblin rooms and will investigate in 1d4 melee rounds. Treasure: 1d6gp.

11. Prison. Lit by smoky torches, the corridor is dank and wet. The lone Rat's Head goblin guard (HP: 5; Att dagger, military pick) is sharpening his claws on the end wall, which makes a noise which sets one's teeth on edge. This noise can be heard through the exit door. The goblin carries a set of keys on his belt. Treasure: 1d6gp.

12. Cells. The cell doors are locked and barred from the outside and shutters cover small peepholes in the centre of the doors at goblin eye-level. One cell contains an emaciated, dirty and ill-looking woman, whose half-clad body is splotched with dried blood. She is the mother who was captured a month ago and Braedirk has taken some of her blood for his experiments. The other cell contains the chained-up skeleton of a previous victim.

13. Guardroom. This room has a barricade as in room 6. The strong, repulsive, rotting smell from room 14 pervades this chamber. Four Rat's Head goblins (HP: 4, 5, 2, 4; Att spears) are practising marching in step - badly. Treasure: 1d6gp each.

14. Ratroom. This room contains a large pile of dead rats, mostly killed by having their necks rung. A strong rotting smell pervades much of this end of the tribe's room, as some of the rats are in an advanced stage of decomposition. Anyone digging around in this room will have a 10% chance of contracting a disease. A giant tick (AC3, HD: 2d8; HP: 9; Att 1-4 plus blood drain and disease) will attack anyone not carrying a torch entering the room.



15. Bogle's Room. This chamber is bare except for an upright cupboard in the south west corner. A bogle (AC3; HD: 2d8; HP 13; Att 2 times 1-8 plus *suggestion*) lives in the cupboard. When he is motionless, he looks like a jumbled pile of sticks and he will attack (with surprise) anyone who pokes him. Though he is supposed to lead the goblins, he does not take his duties seriously and will not help them until he is attacked.

16. Corridor. Along the eastern wall are six evenly-spaced wall-brackets (something like torch-holders), each holding a clear glass bottle containing blood. A dark bloodstain extends below each bottle. *Magic mouth* spells have been cast on the bottles and each will be activated when a being not native to the tunnels passes it. The first mouth will whisper its words, the second will speak softly, and so on, progessively louder, until the last mouth shouts. The 6 sets of words are: 'They're coming'; 'The rats'; 'The giants'; 'The Dead'; 'Annis the Hag'; 'Blood and Gore'. The noise will alert Braedirk in the laboratory.

17. Braedirk's Laboratory. This large room contains all the paraphernalia of a medieval magician: on trestle tables are assorted pieces of glassware, bottles of blood, scrolls, notebooks, swords and daggers. Shelves cover the walls, and on them perch bottles of chemicals, potions, tomes and manuscripts. Rune-carved pillars are scattered haphazardly through the chamber.

Across half the width of the laboratory stretches an *illusory* pit of fire, created by Braedirk, a third level duergar (AC10; HD: 3d4; HP: 10; Att *improved spectral force* plus illusionist spells: *wall of fog, hypnotism, improved phantasmal force*). There is a real pit (10 feet wide, 10 feet deep) across the other half of the room, but it is concealed by an *illusory* floor. The *illusory* fire pit and floor form the duergar's powerful *spectral force* spell. Braedirk will also use a prepared *improved phantasmal force* spell, which creates an *illusory* redcap which will appear to enter the laboratory from the eastern opening. For the sake of realism Braedirk will toss a pebble towards the opening prior to casting the spell; a *magic mouth* spell has been cast on the pebble, which will repeat the words: 'I call you; come to me.' Braedirk will then direct the redcap to attack intruders, causing it to react appropriately to circumstances.

Additionally six Rat's Head goblins guards are in the laboratory (HP: 4, 2, 4, 4, 5, 3; Att spears and short swords) to the north of the pit. They will defend Braedirk from attack, but will try to avoid getting close to the redcap. Treasure: Amongst the bottles on the shelves are two evil-smelling and foul-tasting *Potions of Healing*, and a leather pouch containing one measure of *Dust of Invisibility*.

18. Braedirk's Living Quarters. These rooms contains a bed, cupboards for Braedirk's personal effects, a table and four high-backed chairs, a desk, and a chest in the north west corner. The chest is wooden, bound with iron loops, and is locked, the silver key being on a chain round Braedirk's neck. If the lid is lifted a small spider (AC10; HP: 1; Att poison) will jump out of the lid onto any exposed area of flesh within three feet (75% chance of a successful attack, with adjustments for dexterity but not for armour class). There is a secret catch on the back of the chest which must be depressed in order to lock to the lid a panel, which seals in the spider. The chest contains 2,000gp, which will revert to oak leaves one hour after they have been removed from the land of Faerie (ie the tunnel complex).

The hearth has a chimney shelf which is the home of a gremlin (AC10; HD: 1d4; HP: 3; Att 1-3; thieves as a 10th level thief, naturally *invisible*). All his treasure has been stolen from Braedirk and consists of: 12gp, a crystal bottle labelled *Potion of Faerie Control*, which is in fact coloured water; a gold ring with a large ruby set in it - a *Ring of Colour Spray* (as the illusionist's spell; 5 charges remain); a platinum ring (worth 875gp); and a dirty bluish bottle containing a *Potion of Healing*.

GREMLINS

No Appearing:	**1**
Armour Class:	**7**
Movement:	**12"**
Hit Dice:	**1d4**
Treasure:	**Whatever they can steal!**
Attack:	**1 tiny dagger for 1 point of damage**
Alignment:	**Neutral neutral**
Intelligence:	**Average to high**

More mischievious than their cousins the leprechauns, gremlins are comparatively recent newcomers to the realm of Faerie. Their similarity to leprechauns, pixies, sprites and suchlike folk may have led observers to confuse them with their brethren, but gremlins are now firmly established as a separate race.

Gremlins are associated with a wide variety of locations and activities, usually sticking to one example per individual, for instance a gremlin may inhabit a particular stable, or a well; or have a special fascination for tinderboxes and fire-raising. They are highly inquisitive and acquisitive and will search out and steal all manner of valuables, which they hide in unlikely places and then forget about. Gremlins perform thievish activities (except backstabbing) as well as a human thief of 10th level. In addition, they are by nature *invisible*, though they may become visible at will, so they are extremely difficult to detect, if they wish to remain hidden. However, a natural arrogance leads them to leave clues as to their presence. Some gremlins have been known to break into elaborately trapped and protected chests only to lay out all the contents without stealing anything, just to prove that it could be done.

19. Redcap's Lair. This cave contains straw, bones and refuse, plus two or three large rocks; the assorted paraphernalia associated with a redcap. Though the redcap is *illusory*, Braedirk uses this lair as a prop to persuade the goblins that it is real. In addition a small mimic (AC7; HD: 7d8; HP: 28; Att 3-12, plus glue) of the more intelligent sort lairs here, usually disguised as a chest. If properly approached and fed, the mimic might be persuaded to help visitors.

20. Temple Antechamber. Several empty wineskins are strewn around the room and a couple of nearly full ones are currently being passed around three goblins of the Dripping Fang tribe (AC6; HD1d8-1; HP: 4, 5, 2; Att clubs). They will attack anyone entering from the south (including other goblins) at +1 hit probability due to drunkenness. For each individual if wounded roll 1d6: 1, 2 fall over and play dead; 3, 4 run away; 5, 6 keep fighting. Treasure: 2gp each.

21. Goblin's Quarters. This filthy, rat-infested room forms the quarters of the Dripping Fang tribe. Around the room are strewn rough straw mats on which the goblins sleep, plus sacks of provisions and wineskins. In the centre of the room is a fire pit upon which several rats are roasting. There are six goblins (HP: 5, 1, 1, 2, 4, 3; Att morning stars and spears) in the room. One is backed into the south west corner of the room with its weapons ready. The other five are looking mean and getting weapons out. By the firepit are some bone dice - in pieces. Treasure: five goblins have nothing, one has 18gp.

22. Prison. This dank room is locked from the outside and is used by the goblins to imprison infants for Black Annis. It is currently empty.

23. Temple. Through an archway ornately carved with scenes depicting the passing seasons lies a large chamber containing pillars of stone. The room is intensely cold, icicles hang from the ceiling, and the pillars are crusted with frost. In the northern part of the temple is a large stone slab (6' long, 3' wide, 3' high), upon which lies the tortured body of a stag (not yet dead). To one side of the slab is a font encrusted with blood both old and new. Behind the sacrificial stone is a pile of bones from previous victims, including those of several human infants. These sacrifices ensure that winter continues around the village. Along the curving north wall are cages for animals and a separate cage for human infants.

A lone dire wolf (AC6; HD: 3d8; HP: 14; Att 2-8) guards the door to the temple. Performing the ceremonial sacrifice with a stone knife is Black Annis (AC9; HD: 3d8+3; HP: 18; Att two claws for 1-4 each, plus spells - *sleep, ice arrow, cause fear* - and the *Staff of Winter*; immune to *sleep, fear* and *cold*-based spells; magic, silver, or cold iron weapons to hit), who will seek to slay any who interrupt her. The congregation is formed by 9 goblins of the Dripping Fang tribe (HP: 3, 2, 5, 7, 3, 4, 6, 1, 5; Att short swords and spears; the leader has 7 HP and uses short sword and military pick). The goblins will obey Black Annis with a fanatical devotion.

Treasure: the goblins have 1d6gp each. Beneath the sacrificial stone (which requires a total of 35 strength points to lever up and move) is a large hollow area containing 275gp, 5,000sp and a scroll in an ivory tube. The scroll has an *ice storm* spell on it. In addition the *Staff of Winter* may be used if the number of charges allows.□

Dear *WD*,

Issue 37 contained much of interest - some deserving comment.

I was interested to see Don Turnbull objecting to Lew Pulsipher's Necromancer class on the grounds that the whole emphasis of *D&D* 'rests on the triumph of good over evil' (which I personally hadn't noticed). I assume, in this case, that future British editions of the *Player's Handbook* will not include the Assassin class.

Talking of the Necromancer, I don't see why Jonathan Rowe considers it the answer to a puzzle about the origins of undead, given that such creatures are often self-duplicating, and the *Monster Manual* makes it clear that they can be created from larvae by demons and devils. Jonathan also sees the whip as a possible thieves' weapon; this is conceivable, but I decided when writing *Lashing Out* that no sane cut-purse would be interested in something that takes time and space to use, makes a certain amount of noise, and doesn't put victims out of action often. (Assassins, on the other hand...).

The real gem in the issue, by the way, was Stephen Tempest's Drone design for *Traveller* - excellent, and doubtless due for a place in many campaigns. I'm less sure about its use in asteroid mining, however; for one thing, I don't believe that grav modules are supposed to work in free space, given that Air/Rafts can't get beyond orbit, and it seems to be hinted that their drives need a local grav field to work on. More important, however, is the fact that one needs to locate a hell of a lot of ore nuggets to justify a MCr2 investment. This leads on to the whole thorny question of Belt Mining Economies, which doesn't bear much investigation (calculate the bank repayments on a type J some time, and work out how much high-grade ore *that* equates to). No matter; I may yet send *WD* an article on the subject, and in the meantime, I like Stephen's design.

Finally, my Javukchari in the Fiend Factory. Despite the picture, it should be noted that these beings have *no* hands attached to their wings, although their talons are quite dextrous, and their faces are beaked. Egg-wardens are one-dice creatures; lair encounters are 15% likely. Finally, DMs may be interested to hear of rumours of great Javukchari cities in lost mountain regions, inhabited by scores of vulture-men and clerics of up to 12th level.

Ah well, back to reality - wherever that is.

May you never run out of odd postmarks for the letters page,

Phil Masters, Herts.

Dear *WD*,

Two points from Issue 37's Letters. With all respect to Mr Turnbull, perhaps he doesn't realise that many *D&D* campaigns exist where characters are predominantly Evil or Neutral. I have been running and playing in such for some time now and haven't found the game suffering as a result. Nowhere in 'the rules' can I find the basis for his statement that the game rests on the triumph of good over evil (what triumph?). I've even seen a successfully played anti-paladin (as opposed to an Anti-Paladin) which is just as restrictive as the LG version but in different ways (is his Con up to it?!) although the extreme CE types *are* discouraged.

As for Mr Strickland's point on infravision, a logical explanation does present itself. Most creatures blessed with this ability - elves, hobbits (sorry, halflings), orcs etc. - also have large ears. It is quite reasonable to hypothesize that these be connected to the tissues around the eyes by a system of blood vessels so that blood flows from ear to eye. Now, in the cool subterranean environment the ears would rapidly become very cold, and so would the blood flowing through them, so the eye is in fact enclosed in a biological refrigeration unit. Of course, the temperature differential is not that great - hence the limited range - but it is enough to be useful to some 90' (much less than today's IR cameras). If there is a source of heat nearby, the ears will tend to warm up, giving a secondary obliteration of 'vision' besides the more usual 'burnout' as in conventional sight. This theory could be tested by sabotage - a present of a balaclava to an orc perhaps, or earmuffs for an elf - or could the miniature designers be ahead of me in always showing large ears outside the helmet?

The explanation of ultra-vision escapes me - the human lens is opaque to UV until it is strong enough to burn out the retina. Only insects with their compound eyes can see UV in the 'real world'. Any guesses?

Yours,

Sarah Petley, Southampton.

Dear *WD*,

In response to William Preston's letter [*WD37*] I have had to put pen to paper in a shock and protest of utter disbelief.

With respect to the interminable *Guide to Dungeon Mastering* articles he so disdains. Of all the articles printed in *WD*, I have consistently found these (and others such as the *Dungeon Architect*) the best things in *WD*. Having DMed for over two years myself, I do not see how he can say they 'tell no-one anything of value'. As Mike Carr said in the *DM's Guide* 'there are few games masters around who are so superb in their conduct of play that they could disdain the opportunity to improve themselves in some way'. OK, some articles are better than others but even the most average may have one or two useful, or thought producing points. The majority (and certainly Lew's) are much better than this. In fact I'd go as far as to say there are few people who have impressed me as much, since I started DMing, as Mr Pulsipher with what he has written within your pages.

Introductions to Dungeons & Dragons: again Mr Preston seems unimpressed with their content. It wouldn't hurt him to try and remember back to those days when he first started playing and stop being so pious. Having had 17 people start to play the game from scratch in my group alone, I can think of few articles which have been so well read as the *Introduction to Dungeons & Dragons, Parts III and IV*.

'Mr Pulsipher is incapable of writing anything really constructive' - I wish I could think of a retort to shoot down such close-minded arrogance in flames but this utter tripe leaves me speechless!

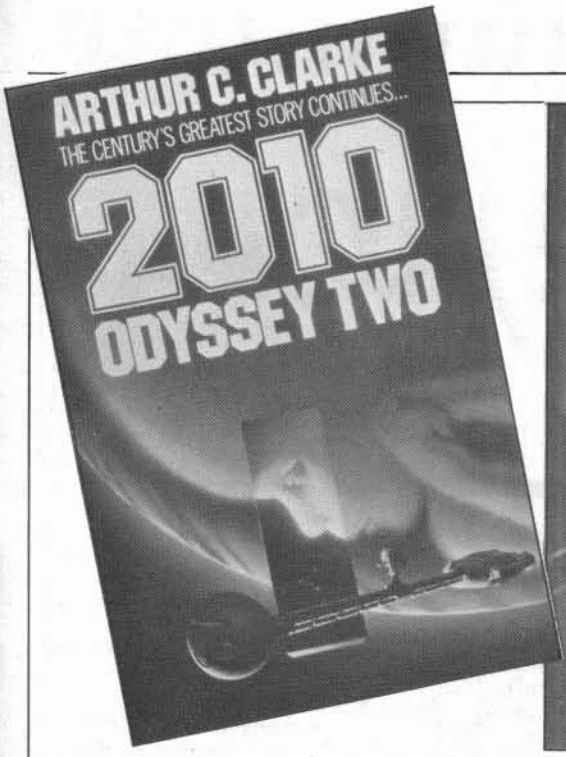
'You are engaged in a desperate attempt to fill up space'. With the waiting list for articles getting into print at *WD* this just isn't true. Now I'm not saying Mr Preston's not entitled to his opinion but it would help if he tried to remember *WD* caters for more than one reader.

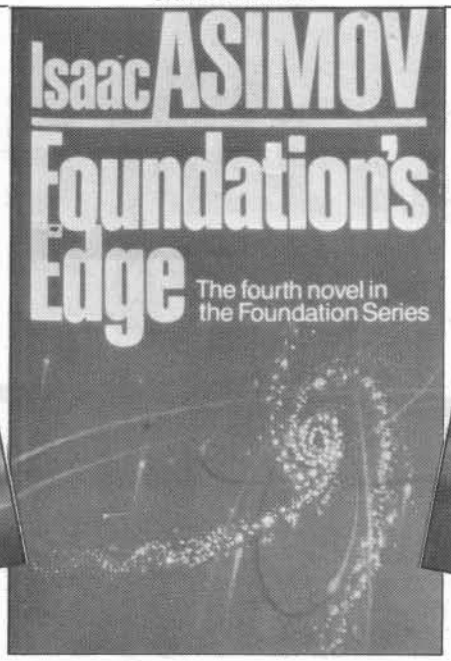
Also, while writing, I'd like to reply to Peter Thane's point [also *WD37*]. Simply this, yes, there's a lot of *D&D* and *Traveller* but that's what *WD* started out with and built its readership on. Many players still only play *D&D* (or *Traveller*) and never try any other game system (after all, by sales, they are still the two most popular RPG systems). For such readers (myself included) many only want information on one system and are glad that *WD* does have such a predominance of these. If anything such readers are continually afraid of the balance of *WD* drifting to 'other systems'. The odd article may be interesting but, in truth, if you had a page/issue to devote to *C&S*, and one for *T&T* and one for *RuneQuest*, and one for .... etc etc. Soon *WD* if full and there's no *D&D* - so where's your original readership? In fact it doesn't even have to be that drastic a shift; in the time I've bought 22 issues of *WD* I've bought a mere 3 *Dragon* magazines. Why? Because although there may seem quite a few pages of *D&D* in such a journal in terms of overall space available, and the price for all the other non-*D&D* material you have to pay, it simply seems you don't get enough *D&D* for your money.

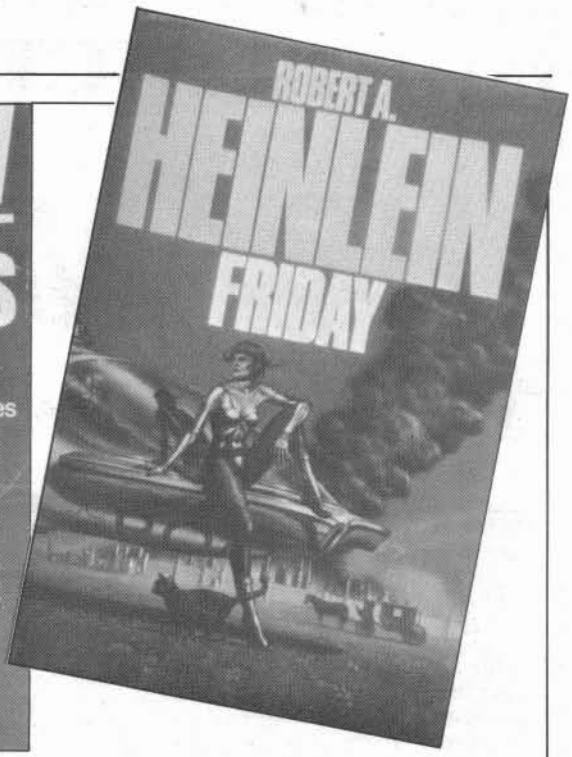
I do sympathise with Pete however, I can understand anyone wanting more articles and information on a game they play, but this is where *TSR* seem to have it made. If you have the most popular system, because it is the most popular, there are more articles about it, modules and play-aids for it, and because there is such a wealth of extras surrounding this game, it adds to its popularity for potential buyers. The point is, that a thing will sell merely because it is No 1 (in the same way a record at No 1 ensures sales).

Yours,

Gary Saul, Sheffield.







Critical Mass *is a new column that will review SF and fantasy books, edited by Dave Langford. This issue Dave reviews some new science fiction books, and discusses the 1982 Hugo awards.*

Since SF and fantasy games are so often based on SF and fantasy books - sometimes even with proper acknowledgement - it's only logical that *White Dwarf* should feature this page. The first essential for anyone wishing a better grounding in SF is of course to rush out and buy the superb hard-SF novel *The Space Eater* by David Langford (*Arrow* £1.75), and, approximately one-third as superb, the reference work *The Science In Science Fiction* by Nicholls, Stableford and Langford (*Michael Joseph* £10.95), which... (*Enough of this. -Ed*).

Sorry about that. Let's begin by surveying some landmarks of recent SF. One which genuinely would be useful if your SF/fantasy knowledge is shaky is Neil Barron's *Anatomy of Wonder: Historical Survery and Critical Guide to the Best of SF* (*Bowker* £15; £21.50 hardback). At this price, most people will prefer to borrow a library copy. The book records hundreds of 'major' SF works from antiquity to 1980, with useful plot summaries (gamers take note) and idiosyncratic recommendations for building up a collection of fine SF. A unique reference book, shortlisted for the 1982 Hugo Award, non-fiction category.

Somewhere in the desolate wastes of Outer Mongolia, or Watford, there may still be one person unsure of what 'Hugo Winner' on a book's jacket actually means. It *can* mean that the 97-year old author of this rotten book once won the award for a short story published decades ago in a year of little competition. The Hugos aren't infallible, being voted by members of the 'World' SF Convention (usually held in America - can it be coincidence that non-American work is rarely even shortlisted?), and subject to strange whims. Authors get awards for writing an SF novel for the first time in fifteen years, for being the convention's guest of honour, for dying just before voting time. Good books can win Hugos, but don't rely on it.

Several 1982 books look likely to reach the 1983 Hugo shortlist; most have yet to be published in paperback over here. Looking at them, it seems that dinosaurs of the SF field are stirring everywhere. Arthur C Clarke's *2010: Odyssey Two* (*Granada* £7.95) is of course a sequel to *2001* - to the film, where the spaceship Discovery reaches Jupiter only, rather than the book, where it carries on to Saturn. Since the strength of *2001*'s mystical ending came from the teasing unanswerability of the question 'what happens next?' it's anticlimactic when Clarke now *tells* us what happens next. And though interesting things happen, smoothly described, there's a certain familiarity when the book halts on the brink of another and less interesting question.

Foundation's Edge by Isaac Asimov (recently published by *Granada* at £7.95) is yet another sequel, this time to the noted - and also quite entertaining - *Foundation* trilogy. At 200,000 words, the sequel seems longer than the original series; endless pages of grey dialogue about the fate of the galaxy are on the whole boring, and the trilogy is weakened, not strengthened, by the addition. For example, the trilogy's goal of peaceful Galactic Empire is now rejected, presumably because of fascist implications: this is all very Politically Correct but converts the first three books to pointless chronicles of misguided effort. Remarkably, it's a US bestseller.

Robert Heinlein's *Friday* (*NEL* £7.95) was also enthusiastically greeted, largely because it came as a relief after his unreadably awful *The Number of the Beast*. *Friday* has a good future background, where all-powerful 'corporate states' on the lines of *IBM* think nothing of nuking pockets of undue sales resistance; lots to annoy even the least committed feminist (being raped is fine, thinks heroine Friday - if only the guy doesn't have bad breath); and a plotline with all the forceful thrust of overcooked spaghetti.

Three more possibles for the Hugo shortlist-of-five are William Kotzwinkle's hugely selling *ET* novelization (the film looks a cert for the dramatic-presentation Hugo, though I prefer the computer-games of *Tron*); Frank 'Dune' Herbert's *The White Plague* (fiendish scientist invents plague which knocks off women only); and, believe it or not, the 'pulp' epic *Battlefield Earth* by L Ron Hubbard of Scientology fame, if fame is the right word. While rumours of Hubbard's death circulate, the 'Church' of Scientology is promoting the book in America with far greater enthusiasm than its publishers, and there are fears that Scientologists may join the 1983 World Convention (to be held in Baltimore) in huge numbers in order to vote Hubbard a Hugo... Take these awards with a pinch of salt, friends.

The first worthwhile SF to arrive in 1983 is John Sladek's *Roderick at Random* (*Granada* £1.95), sequel to *Roderick: The Education of a Young Machine*. These blackly funny books are the newest variant of Voltaire's *Candide*, with Roderick the intelligent but very confused robot wandering through a mad world trying to work out just what's so special and different about being human. With good reason, since Sladek's satire is merciless, hilariously pointing out how humans prefer not to think for themselves, programmed by newspapers, tranquillizers, food fads or batty cults becoming much more predictable and less rational than poor Roderick. Sad, but not far from being true. Read this one, which also contains a million ideas of interest to SF gamers.

Further off the SF trail, GMs who like to boggle players with obscure lore and puzzles will find lots in John Grant's *A Book of Numbers* (*Ashgrove Press* £6.95): 'This is *not* a book for mathematicians; it is a book of numerically arranged information.' So you find the legend of the Seven Sleepers of Ephesus amid 12 pages of entries for mystical 7; under 90 is Theodore Sturgeon's famous law '90% of *everything* is rubbish'; the 159 entry records the 159 SF/fantasy titles hacked out in 13 years by notorious Lionel Fanthorpe; and so on. Enormous fun. Next month: the best of Spring 1983 releases.□

A Day in the Life of a Monster

The Necessities of Life for Monsters by Lew Pulsipher

Every creature is concerned with two fundamental problems: where to get enough water and food, and how to provide for continuation of the species. The most intelligent monsters may feel that they are above the need to reproduce, but the less intelligent or less powerful ones will be more concerned about young than about such luxuries as treasure - otherwise their species would die out. So, there must be some method by which each group of monsters can obtain a supply of food and water. It is obvious that eating wanderers will not be sufficient - in fact, quite soon the area would be much less crowded as monsters ate each other. Food and water are acute problems in the most typical place of adventure, the dungeon. Someone must make a full time business of bringing food to the dungeon and distributing it, or the dungeon must produce sufficient food for the inhabitants, or the inhabitants must be able to reach food-producing areas outside the dungeon.

In the first case, it will be pretty difficult to explain the water and food merchant in a believable way unless the entire dungeon is controlled by one person or group which imposes a pax on the inhabitants. Otherwise, some lawless bunch is bound to raid the food caravans (or whatever), either to gain extra food or to deny food to an enemy.

The second alternative is to have food produced in the dungeon. The referee could design animals or plants which grow very rapidly and breed like proverbial rabbits, and place them in the dungeon. Unfortunately it is not easy to explain how plants can make food without sunlight, and animals as a group cannot survive without plants to eat. The world is magical, however, so perhaps some species of giant mushroom, lichen, or algae produce food using the earth's internal heat or the magical manna of the area. Nevertheless, immense areas of the dungeon must be devoted to these creatures and no doubt inhabitants will attempt to gain control of food supplies, either to assure the existence of their species or group or to deny food to enemies. (Water is more easily obtained - the very walls may drip water in many places, and underground rivers often run near caverns but a water source can also be a point of contention).

Getting foods outside the dungeon seems the best bet in the long run, but only if the dungeon covers a large area and has many exits. Otherwise inhabitants will encounter each other too often, and the more bloody-minded ones will begin to collect tolls at the most popular thoroughfares. The weaker monsters just can't afford to pay tolls or fight through other monsters - they'd leave the area to live elsewhere instead. And once the monsters get outside they still must find food and water. If the area is a desert, say, there just won't be enough around. In fact, some kind of rapidly growing wild food animal is required if the dungeon has many inhabitants. Moreover, the area must be so lawless that wild herds can run free. If a human city is nearby then the humans will round up and semi-domesticate the food animals, both for themselves and to deny food to the monsters.

In a large dungeon containing a couple hundred groups of monsters all three methods will be necessary to account for the survival of the inhabitants. The network of food production, gathering, and distribution will not only make the place more believable, it will give the adventurers something to think about, since they too can try to starve out their foes.

After food and water, the monster will want to insure the continuation of his race. This means that females will be found along with males in any permanent dwelling-place, though groups of scouts and raiders may consist entirely of males. Moreover, for those species which require care after birth the adults must provide a relatively safe and congenial place for raising the young. This requires space, guards, a reserve of food and water, possibly alliances with other monsters, and so on. Take these things into account when you build your place of adventure.

Many monsters aren't going to be interested in much beyond survival and reproduction, preferring to rest rather than to pursue luxuries or power over others. These will be the ones who haven't enough money to bother with, either for lack of ambition or for lack of ability to wrest wealth from others. Thus the lowly orc band is likely to spend all its time providing for survival and reproduction. Only the chiefs of large tribes will be able to accumulate wealth. Dragons and balrogs and the smarter giants, on the other hand, won't spend much time obtaining food and protecting their seldom-born young. They are the ones who will have the gold, the palaces, the slaves, the gangs of henchmen. What would have been their spare time will be filled with schemes to gain treasure or power over others.

It is possible to create tables to help determine how ambitious a monster will be. The goals of a particular group of monsters can be determined by the intelligence of the monster as defined in the *Monster Manual*, the strength (level) of the monster as defined in the appendix of the *Dungeonmaster's Guide*, and a die roll. Because of the die roll different groups of the same monster type may have different goals. In some cases it is obvious what the monster wants and this method should be ignored. For example, dragons want treasure, high level demons want power, most animals want only the basic necessities.

A monster's standard intelligence is converted to a numerical value, as follows:

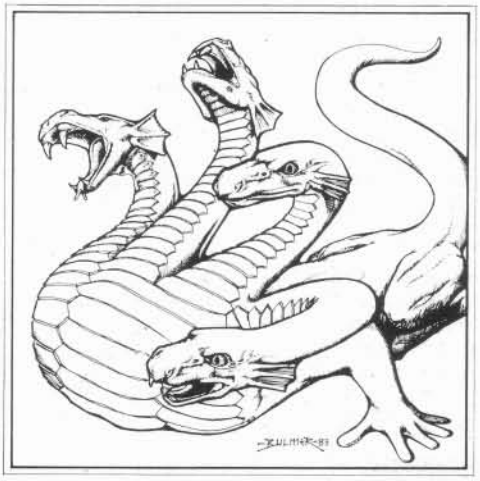
	Intelligence								
	0-4	**5-7**	**8-10**	**11-12**	**13-14**	**15-16**	**17-18**	**19-20**	**21+**
Value	0	1	2	3	4	5	6	7	8

The monster's level (1 through 10 on the monster tables) is modified by the number in the group. For example, orcs are listed as appearing in groups of 7-12 (average 9½). If there are twice as many monsters as the average number appearing add one to the level (making orcs second level). If there are four times as many, or eight times, add two, or three, to the basic level.

Now add this result, the intelligence value, and the roll of an eight sided die. This gives a total from 2 to 26 or more.

Total	Goals
2 to 10	Basic necessities only (food, water, reproduction).
11 to 14	Necessities plus treasure for its own sake
15,17,19,21,23,25, etc	Necessities plus luxuries
16,18,20,22,24,26, etc	Necessities plus power

MONSTER MASH



RuneRites is a regular department devoted to RuneQuest, *edited by Oliver Dickinson. Here are some choice examples from the high quality monsters that have reached us recently; the sharp-toothed hydra differs from the hydra of the* Gateway Bestiary *in an interesting way.*

THE SHARP-TOOTHED HYDRA
by Graham Northing

STR: 6d6+18
CON: 3d6+12
SIZ: 6d6+24
INT: 2d6 per head.
POW: 4d6
DEX: 1d6
Move:6
Hit Points: 31-2 average
Treasure Factor: 30 average
Armour: 4-point skin.
Attacks: Bite (1d8 + 4d6 + special, see below) 45%, SR5, (each head may bite or cast a spell once per MR).
Tail, (5d6) 30%, SR9, (may be attempted in addition to head-attacks; add 15% to attack if a head is turned round to co-ordinate blow).
Spells: Each head will have 1 point of Battle Magic per 3 full points of INT (thus, for average 7 INT, 2 points of Battle Magic).
Skills: Listen 40%, Spot Hidden 40%, Spot Trap 30% on average.
Chaotic Feature: POW x 3 chance of a Chaotic Feature per head, which will only affect that head.

Hydras are large reptilian creatures; on average they have 4 heads, but beasts of huge size with as many as 8 heads have been discovered, though these are very rare. Perhaps their most remarkable feature is their teeth, which are incredibly sharp, so much so that any shield, weapon, or armour hit by a bite attack *permanently* loses the number of points' damage done by the bite (though up to 20 could be restored by a *repair* spell). Each head has 10 teeth, but since chewing up armour is hard work, only 1d4 + 6 will be in good condition at any one time; they regenerate in time. Dwarf smiths value such teeth, and will pay up to 100L per tooth, to use them as points for crossbow bolts or war-picks, in which roles they add 1 point of damage to the weapon's damage capability. 5 teeth = 1 ENC.

One hydra head will always be alert, but all have the same Listen etc skills, and if two or more are alert each can have a chance to Listen etc. Hydras speak a limited form of Draconic (% = half total INT). Spells likely to be known by hydras include *befuddle, binding, co-ordination, countermagic, detect life, healing, mind speech, silence.*

THE CRYPT STALKER
by Dave Morris

STR: 20
CON: 15
SIZ: 15
INT: 13
POW: 18, usually
DEX: 10
Move: 8
Hit Points: 16
Treasure Factor: no treasure
Defence: 5%
Armour: 7-point skin, reduced to 6 points against Rune metal or iron.
Attacks: Claws (1d8+2+1d6), 85%, SR8, parry 60%. Tusks (1d8+1d6), 35%, SR8.

Also known as Ragers, or Night Hunters, these creatures are the undead remnants of an ancient humanoid race. They are bloated, powerfully muscled corpses, a dingey mauve-grey in colour, and fight with powerful tusks set either side of their black mouths or with the talons on their three-fingered hands. If they wound a victim and their POW overcomes his/hers, the victim then loses 1-3 points of CON permanently. Crypt stalkers absorb the POW of all 1- and 2-point spells cast at them and so (although they are undead and cannot regenerate POW) they are usually encountered with their species maximum POW of 18. Their other characteristics never vary. They are immune to cold and fire, cannot be *befuddled* or *demoralised*, and can *detect life* for no POW loss. Once per day they can render themselves partially intangible for up to 5 minutes; in this form they can pass through wood, stone, etc, but are still affected by metals and magical materials.

Although intelligent (in a manner of speaking), the crypt stalker has an unreasoning instinct to butcher. When it detects a party of adventurers, the stalker will select one member of the party at random and pursue him/her until he or she is destroyed. Nor need the monster attack at once; it can detect its prey over any distance, and may choose to wait until he or she is alone before closing in. Crypt stalkers will regenerate damage at the rate of 1 point per combat round. Even if sliced asunder, they will eventually rise again and follow their quarry to the ends of the earth. Once its task is complete, a stalker crumbles into the dust, and its luckless victim will be irreversibly dead; it is not known why this is, perhaps because its touch ultimately destroys a character's link with life, but it is certain that no *resurrection* has ever succeeded.

Such creatures are rare, and only ever met singly. In theory the victim should know nothing of the pursuer, but it is suggested that GMs' should give players hints through dreams, seers, or whatever. In theory, also, they are inescapable, and a Temple, if consulted, is likely to suggest that a character settle his/her affairs and take the honourable way out. But it should be possible to outwit the monster, so don't give up at once! Finally, crypt stalkers will most likely be encountered in very out-of-the-way places, since any in frequented areas will have been 'used up' long ago.□

Treasure Chest *is a regular department devoted to readers' ideas for* D&D. *Next time your players randomly encounter an NPC substitute one of these.*

Non-Player Characters

by Roger and Georgia Moore

KOR-VLAZ-TROK OF THE GLACIERS

3rd level, Chaotic Neutral, ½ Frost Giant/½ Caveman Fighter: AC8; 34HP; S19, I8, W8, C18, D10, Ch11; Weapons: two-handed cudgel (does 3-10 points damage, +7 for strength); Treasure: ivory (mammoth tusk) necklace worth 200gp, nothing else.

Kor-Vlaz-Trok is a strange and fearsome being that came down from the high mountain glaciers a year ago and into normal civilisation for reasons best known to himself. He stands 7ft tall and weighs some 320lbs. Great muscles stand out under his dull white skin; his posture is slightly stooped and he has the sloping forehead and receding chin of a Neanderthal. Pale yellow hair covers his arms, legs, and head, and he keeps his beard cut down to a stubble. Kor-Vlaz-Trok will have nothing to do with metal armour or helmets, preferring mammoth-hide for protection. His favourite and only weapon is a 6ft iron-bound cudgel of a strange wood that he can use to good effect; his strength, equal to a hill giant's, gives him a +3 to hit and a +7 to damage.

Kor-Vlaz-Trok's past is a mystery, though his ancestry is fairly apparent. He seeks employment as a guard, henchman, or the like; he cares little whom he works for or for what reasons. Being slow of wit and low on imagination, he may be easily bought off by shiny trinkets or unusual items that capture his curiosity. He speaks Common, Frost Giant, and one or two barbaric tongues that few have ever heard before. Most persons avoid him from disdain or fear (usually both) but he does have one or two acquaintances in the disreputable quarters of town.

Kor-Vlaz-Trok can't go beyond 6th level for reasons related to his background. He is not completely trustworthy and he tends to carry grudges. Because of his parentage and early environment, he resists cold as if he wore a *Ring of Warmth* [see *DMG*] and enjoys cold weather, being at his best when the temperature is below 60°F. If taken as a henchman he responds best to being given a lot of personal freedom and some gems or ivory. Magic means nothing to him, but he will not attack undead (he doesn't fear them, he believes in ancestor worship and respects them).

SORELLA THE VIRTUOUS

3rd level, Lawful Good, Human Fighting Woman: AC-1; 35HP; S18 (49%), I18, W10, C17, D16, Ch16; Weapons: +1 longsword, *footman's mace, long composite bow; Treasure: 2000gp mostly in jewels.*

Sorella's nickname of 'The Virtuous' describes her best. She is a very shy and innocent person who blushes a great deal. She is a very pious follower of Odin and considers her morals to be high (and they are). It is unlikely she will join any party unless it is completely composed of good-aligned characters, and will only become a henchman for lawful or neutral good people.

Sorella is quite conservative with money and always seems to be saving for something, though she is vague about her eventual goals. She enjoys wearing jewellery such as rings and necklaces, and prefers jewellery and magic over any other treasure. Though she is ordinarily reserved and quiet, adventures bring out the Valkyrie in her and her morale and courage is exceptional. In town she drinks very little alcohol, and none at all on adventures. If she can stay alive until she reaches 6th or higher level, it is very likely that upon her death she will become a favoured warrior on the side of the gods at Ragnarok; that sums up the opinion the higher beings hold of her so far.

Though it will not be explicitly stated so, Sorella is looking for a husband or partner, also Lawful Good and Odin-worshipping, with a high charisma. She is partial to paladins and clerics in this respect, though she does not ignore handsome rangers, fighters, and so on. Sorella also likes Good-aligned metallic dragons, and can speak the tongues of gold and silver dragonkind. Once on a trip through the mountains, Sorella believes she saw Bahamut flying in the distance (she did) and this is one of her favourite memories.

Sorella owns a suit of +1 *chainmail* and a +2 medium-sized shield that she takes on expeditions. Her most prized possession is an *Iron Flask*; she knows the opening and closing words, but not the contents of the device. Only in a very extreme situation, such as the imminent doom of the whole party, will she open the *Flask* and summon forth its contents.

KONUN THE HALFLING

4th/5th Level, Chaotic Neutral, Halfling Fighter/Thief: AC1; 38HP; S17; I12; W8; C17; D18; Ch14; Weapons: sling, 2 daggers, short sword or spear, hand axe. Treasure: elfin chainmail shirt, 160gp, three 100gp gemstones.

Konun the halfling stands about 3¼ft tall and appears to be quite a muscular and swift individual. Unlike most halflings he enjoys going about without a shirt on (unless preparing for battle) and cultivates the appearance of a barbarian, with long shoulder-length black hair and a fierce, brooding look. Brave to the point of foolhardiness, Konun's hero is a well-known barbarian human who he emulates to the nth degree. Konun can be a lusty and lively individual, though he does have mood swings (again, as part of his emulation of that certain barbarian). He will taunt adventurers who avoid danger even if what they do is the most reasonable course of action at the time. People who know him admire his courage and ability but find his presumptuousness and self-centredness annoying or amusing. His height is the subject of many jokes as well, though no one cares to tell him so to his face.

Konun seeks employment as a henchman or hireling guard to better his skills and purse. He loves battles and secretly enjoys a bit of thievery (if asked his profession he will only admit to being a fighter, never a thief). He disdains magical weapons or armour, relying on easily available equipment and his own skills. Besides his weapons, he will take a small shield on adventures. Though a natural storyteller, his tales of his past exploits are often wildly improbable and revolve around his own deeds. He is also a skilled trapper and small-game hunter, and, of course, dedicated to the deity Crom.

There should be little problem in getting along with Konun unless someone is careless enough to mention his height or state outright the opinion that he is ridiculous and probably not a threat to anyone or anything. If a female makes this remark, he will immediately leave the group and seek to slay the biggest carnivorous animal or monster in the vicinity and bring the creature's head back to the woman as proof that he is not so ridiculous. If a male character makes the comment, he will immediately be challenged to a duel to the death.□

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THE SHAPE OF GAMES TO COME

From a recent trade show in California at which most of the major American manufacturers were exhibiting, *Games Workshop's* Steve Jackson gained a sneak preview of 1983's planned releases.

On a large stand resembling a medieval castle, *TSR Hobbies* were showing a variety of new *D&D* and other role-playing accessories. This year they are aiming for the more general toy market with a range of *AD&D Playsets* - diorama kits in plastic - and large scale plastic monsters. These "*AD&D Fantasy Adventure Figures*" are approximately 60-70mm scale and thus will be incompatible with 25mm figures, but *TSR* have also taken back the *D&D* figures licence from *Grenadier* and will be producing their own boxed sets of 25mm metal figures. Not to be outdone, *Grenadier* are continuing the same *D&D* range but omitting the *D&D* title and have also taken licences for *Call of Cthulhu, Car Wars, Ogre* and *The Dark Crystal* miniatures. *TSR* will also be revising their *D&D* line with a new box for the *Basic* and *Expert* Sets, several new modules and playing aids. An interesting development is the start of a new series of solo modules in which the player is provided with a special pen. The results of choosing different options materialise out of blank boxes when the 'magic' pen is rubbed over the box. The pen contains an invisible ink developer. Very clever.

GDW have at last taken the plunge and developed a '*Starter*' *Traveller* Set. In a full-colour box the size of the *D&D* Set, the '*Starter*' *Traveller* will contain a 64 page rulebook, a book of charts and tables, two short adventures, a map and dice. At a US retail price of $10, it should be around £6.95 in the UK. Similar facelifts have been done to *Snapshot, Asteroid* and *Mayday*.

Perhaps the first most exciting *new* product at the show was *FASA's Star Trek - The Role-Playing Game*. Although a little pricey at $25, it is certainly value for money. The rulebook is a work of art, clearly laid out and punctuated with photographs from the TV series. A scenario book includes *The Trouble with Tribbles* and two other adventures and the box also includes deck plans, charts, counters and a playing map. *GW* will be pursuing a UK licence to bring it out over here at a reasonable price. *FASA* also have a new boxed game *Combots* in which robots fight to the death. The robots are miniature figures with interchangeable weapons which can be armed to a player's requirements.

Steve Jackson was showing five new minigames which will be out soon over here: *Truck Stop* giving *Car Wars* rules for 18-wheelers; *Battlesuit* (man-to-man combat for *Ogre*); two expansion kits for *Illuminati* which has become extremely popular; and *Necromancer* in which two wizards fight out a battle with undead armies.

Chaosium will soon be releasing *Pavis*, a *RuneQuest* campaign supplement, and *The RuneQuest Companion*, a selection of supplementary *RuneQuest* articles. In the US, their *Call of Cthulhu* is becoming a cult and lots of material is coming in for new supplements. They also have acquired role-playing rights for Larry Niven's *Ringworld* and Fritz Leiber's *Lankhmar* and these should appear later in the year.

Avalon Hill have a number of new releases lined up in the board and computer gaming fields. They have acquired rights to do *Philmar's Mystic Wood* and will no doubt do a first class job. Summer releases will include a fantasy role-playing game, which should be a more successful RPG than *Magic Realm*. *Victory Games*, the *SPI* spin-off, were showing three of their new wargames but at $18-$20 these will no doubt be pricey in the UK. A future *Victory Game* release will be a *James Bond* licenced game.

Yaquinto were showing the box to *Timeship*, their new time travel RPG and they have also devised a book of solo scenarios for the *Panzer/Armour/88* WWII games.

Task Force are planning two new supplements for *Starfleet Battles* for summer release, together with a range of computer games including *White Dwarf's* own *Survival* game by Bob McWilliams. *Judges Guild* have slowed down on new releases but will soon be releasing *Trantus* another *City State* expansion. *Champions II* is now out from *Hero Games* and *Mayfair Games* (remember *War In The Falklands*) have produced *Sanctuary*, a board game based on the ever-popular *Thieves World*.

Gossip at the show mainly centred round TSR, who are hiring and firing staff at an alarming rate. Gone are Jake Jaquet, ex-*Dragon* editor (who was showing his new *Gameplay*, a general games magazine like *The Gamer* used to be - hopefully *Gameplay* won't befall the same fate as this now-defunct British magazine) and Will Niebling, ex-Sales Vice President. Apparently they also fired most of their sales reps just before the show. They have taken on Duke Siefried, one of the well-known names in the American industry, from *Heritage* just in time, it seems, as *Heritage* will sadly be around no longer, unable to afford their own expenses. Considering the trouble they were in a couple of years ago, it is really an achievement to their credit that they have kept alive for so long.

CRYSTAL FIGURES

Grenadier Models have released miniature figures of the main characters from the movie *Dark Crystal*. The figures, some of which are pictured above, come in their *2200* series which includes 8 paints, paintbrush, painting guide, palette and from 9-12 figures in each box.

The other sets in the series are *Dinosaurs, Fantasy Monsters, GI Assault Team* and *Fantasy Lords*.

VARIATIONS ON A THEME

This month sees the introduction of *Citadel Miniature's* much acclaimed *Variable Choice System*. The system, which centres on a special casting technique, provides a huge variety of figures within each individual code number. This ensures that the customer will have a large choice of individualised figures. For example the code *C03: Cleric* comprises over 150 different, personalised clerics of which just four are pictured here.

CAMBRIDGE TO BECOME CENTRE OF UK SPI NETWORK

TSR Hobbies (UK) of Cambridge have announced that they are now the sole and exclusive importers of *SPI* products into the UK. At the moment some 20 products are available, but these will be augmented during the year by the re-release of some 40 currently out-of-stock items. In addition, eight new *TSR*-designed titles are planned for this year.

The *SPI* magazines *Strategy & Tactics* and *Ares* will both continue to be published bi-monthly, but *Moves* has been discontinued.

NORTHERN GAMES DAY SET FOR MANCHESTER

Following the amazing growth and success of *Games Day* over the past eight years, *Games Workshop* have decided to mount a similar event in Manchester especially for games players based in the north of the country. The event is being arranged in co-operation with David Hewitt, a free-lance conference and exhibition organiser.

The first *Northern Games Day* will take place on the 9th and 10th of April this year at the University of Manchester Institute of Science and Technology, Renold Building in the city centre close to the Piccadilly railway station. Further information on the event can be found on page 5 along with the special offer of half-price entry tickets for *White Dwarf* readers.

FAIR'S FARE SETTLED

The fare for this year's *Gamesfair* has been announced by the organisers, *TSR Hobbies (UK)*. The event will feature the third *British Open Advanced Dungeons & Dragons Championship* and a visit from the special guest of honour E. Gary Gygax, the founder of the game.

The event will take place this year on the 25th, 26th, and 27th of March, at Reading University. Further information can be obtained from *TSR Hobbies (UK)*.

NEXT ISSUE

The Eagle Hunt - an *AD&D* adventure; *Zen and the Art of Adventure Gaming* - role playing in Medieval *Japan using the RuneQuest rules; The DungeonMaster General* - rules for pitched battles in *D&D*, *Explorer Class Scout Ships* in *Traveller* plus our new boardgame page and all your regular favourites.

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All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to White Dwarf *27-29 Sunbeam Rd, Park Royal, London NW10, making cheques/ POs payable to* Games Workshop Ltd.

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Acclaimed as 'The best fanzine in the southern hemisphere' - that's *Grim Reaper*, a quality SF/F fanzine. For a sample copy send $2 if in Australia or $4 if elsewhere to: C Forbes, 75 Messines Road, Wellington 5, New Zealand.

Medieval Re-enactment, New Zealand
The Dark Ages Re-enactment Group - we recreate the life-style, costume and combat of the 13th century. For information please contact: Callum Forbes, 74 Messines Road, Wellington 5, New Zealand.

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A b&w portrait of your favourite character/NPC/room - drawn individually to your description (on A4 for filing). £2.50 inc p&p or send SAE for details. Sarah J Petley, 7 Cutbush Lane, Southampton.

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For Sale
AD&D Modules/Accessories; *Traveller* Books, Figures, Supplements etc; Other RPGs. *Rock Bottom Prices*. SAE for extensive list to D S Hawley, 10 Fitzjames Avenue, East Croydon, Surrey CR0 5DH.

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Games For Sale
Good condition. Postage paid. *Starfall, Timetripper*, - £5.00. *Demons, Annihilator/One world, Titan Strike, Survival/The Barbarian* - £1.50 each. Also selling second hand *AD&D* rulebooks and modules. Send SAE for list. Stephen White, 11 Fraser St, Burnley, Lancs.

Hey Orcface!
Hounds of Avatar Issue 3 now out. Packed with *Tunnels and Trolls, Traveller* and much more (flying dwarfs for example). Send Postal Orders/cheques for 50p to: James MacDermott, 18 Hedgegrows, Cown Park, Whitworth, Lancashire (postage and packing is included).

Wanted
White Dwarf numbers 1-15, good prices paid. Tel: 021 588 7477, evenings.

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DMG, FF, softback *MM, L1 G1 & 2, Best of WD Articles & Scenarios, WD19, 24-37, City State of Invincible Overlord*, well painted figures. Tel: 0254 21608.

For Sale
Unused *Fiend Folio* and scenarios. *White Dwarfs*, figures, *Warlock*. £20 or separates; Phone Coventry 0203 310055.

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Your membership cards, tickets, printed reasonably. Character sheets for FRP games, 2p each. Dungeon Floor Plans, 12 A4 coloured cards. Corridors, rooms, stairs, water, woodland etc. 20p card, set £1.95. Detailed painted fantasy figures, dioramas, etc. Ipswich 622461.

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White Dwarf is looking for an entertaining, amusing, well drawn and scripted fantasy cartoon strip for possible inclusion in a new look *White Dwarf*. Send or bring samples of your work to 27-29 Sunbeam Rd, Park Royal, London NW10.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

AD&D Weston
AD&D player wishes to have details about any *AD&D*clubs in the Weston area or exchange knowledge and/or ideas. Contact: Matthew on Weston 23389.

AD&D Harrow
AD&D player/DM, age 24, wishes to contact local players. Ring Jon on 863 6919.

Questions
Will more than one person write to exchange *AD&D* tricks, traps, monsters and magic this time? (See *WD17*). Answers to Mark Green, 111 Derby Road, Ambergate DE5 2GD.

Leeds Area
13-yr old boy plays *Tunnels and Trolls, AD&D*, and *Traveller*. Will try any other if lent rulebooks. No experience but very willing. Ring Leeds 860749 any day after 4.15pm. Write to: 100 Oxford Drive, Kippax, Leeds.

Wanted
Any *White Dwarfs* with *AD&D* scenarios in them. Also wanted anything to do with *AD&D*, ie *Dungeon Master's Guide, Gods & Demi-Gods Fiend Folio*, modules & 25mm miniatures. Please contact Lee Evans, 27 Richmond Road, Mangotsfield, Bristol BS17 3EZ. Tel: 574872.

Wanted
7 good adventurers for long term *AD&D* campaign int he Guildford area. Age 14+. Beginners welcome. Write to: Allan at 36 Tower Hill, Gomshall, Surrey GU5 91S.

Postal Campaign
Interested in a Postal Campaign of *Gangster* or *Boothill*? Then send a SAE to the following address: Peter England, 4 Speldhurst Road, Tunbridge Wells, Kent. Only the first 6 will be accepted for *Gangster* and the first 5 for *Boothill*.

D&D Edinburgh
Undergraduate would like to make contact with *D&D* players in Edinburgh. Please phone Gavin Don at 556 40308 or call at 16 St Vincent Street.

Help
Holywood *D&D* needs you! 16 year old player/DM trying to start club in the Holywood area. Any age over 16. Either sex, desperate for members. Write to: Michael Woods, 153 Abbey Road, Holywood, Co Down, N Ireland.

AD&D Ilford
24-yr old *AD&D* player seeking a campaign in the Ilford area. Would like to try other FRPs. Contact: Roy Lilley, 6 The Crescent, Gants Hill, Ilford, Essex.

Wanted
16-19yr old players of *RQ, Car Wars* in Rugby area, also *Best of WD Articles* and *Best of WD Scenarios*, good prices paid. Contact: Neil, 66 Lytham Road, Warwickshire CV22 7PG.

FRP Tunbridge Wells
Two 18-yr experienced FRPers seek other players of *AD&D, Space Opera*. Persons must be able to travel to Tunbridge Wells area. Sat/Sun meetings. Write to: Simon Russell, 81 Yew Tree Road, Southborough, Tunbridge Wells, Kent.

AD&D Redhill
16-yr old beginner *AD&D* player seeks contacts in Redhill/Reigate area. Willing to learn other games especially *Traveller*. Phone Penny on Redhill 65346.

Knytes
Knights, Ladys, Bowmen, Peasants. Are you interested in accurate re-enactment of medieval combat and living from 1300-1500. Find out about the British Plate Armour Society, Contact: BPAS, 38 Sancroft Rd, Eastbourne, E Sussex.

Help
AD&D player requires companions in Southampton area. Play all other games. Contact: Matthew Ashley, 7 Mapleton Road, Hedge End, Southampton. Phone Botley 87221.

Help
Lonely RPG (especially *D&D*) player seeks club in the Bristol area. Plays *D&D* and *Traveller, Boot Hill* and *RuneQuest* but willing to play anything else. Contact: Nick Edmonds, Cherry Lea, Wells Road, Dundry, Bristol BS18 8NE.

RuneQuest Stoke on Trent
26-yr old *RQ* player (of limited experience) recently moved in looking for adult players in the area. Will also play *AD&D*. Contact: Paul Morris, 19 Guildford St, Shelton, Stoke on Trent, Tel: Stoke 41143 after 6.30.

Godsfire
Players wanted for postal campaign of *Godsfire*. For details please ring 021 444 4063 during the day and ask for Alastair James.

Leatherhead
Aged couple (24 & 26) seek RPG players in Leatherhead, Surrey area. Used to *D&D* but will try anything (especially *RuneQuest*) and can DM if necessary. Contact: Phil Palmer, Ashstead 77281 during the day.

Chesham
We have room for players in *D&D* campaign running during school holidays. We'd also like to contact other RPG players in the area. Contact: Richard or Clive, 225 Bellingdon Rd. Tel: 785930.

Wanted
Wyrm's Footnotes 1-12. Any reasonable price. Must be in good condition. Contact: Nelson Cunnington, 080 45 2464, 7pm-9pm, or write to: 10 Penhill Lane, Hillhead, Brixham, Devon.

MIGS IV
Sunday May 29 1983; *The Military Interests and Games Society* cordially invites you to our fourth annual *Gamefest*. A *free* day of wargaming in all it's myriad forms, and socializing among fellow gamers. We will be running tutorials, seminars, painting contests, a dealer area, flea market, board game and adventure role playing tournaments.

This event will be held at Kitchener-Waterloo Regional Police Association Recreation Centre, RR2 Cambridge, Ontario, Canada. Hall opens 10am and closes at 10pm. For information please contact: Les Scanlan, President MIGS, 473 Upper Wentworth Street, Hamilton, Ontario, Canada L9A 4T6.

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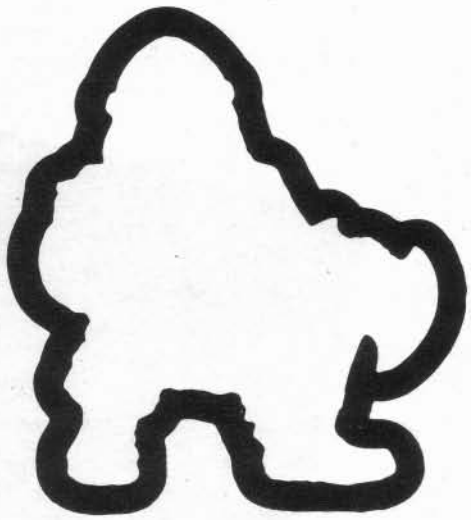

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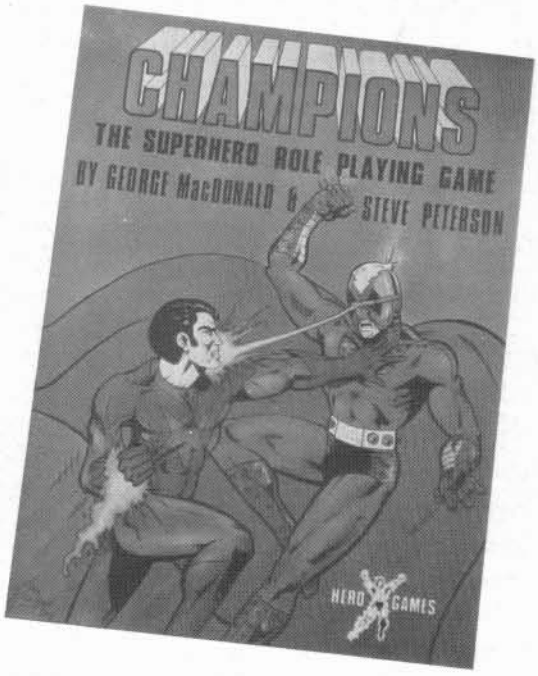

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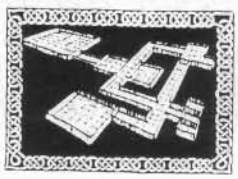

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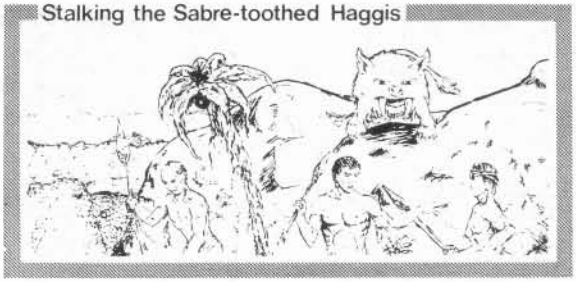

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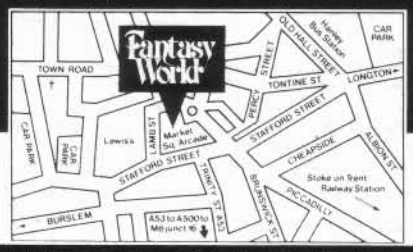

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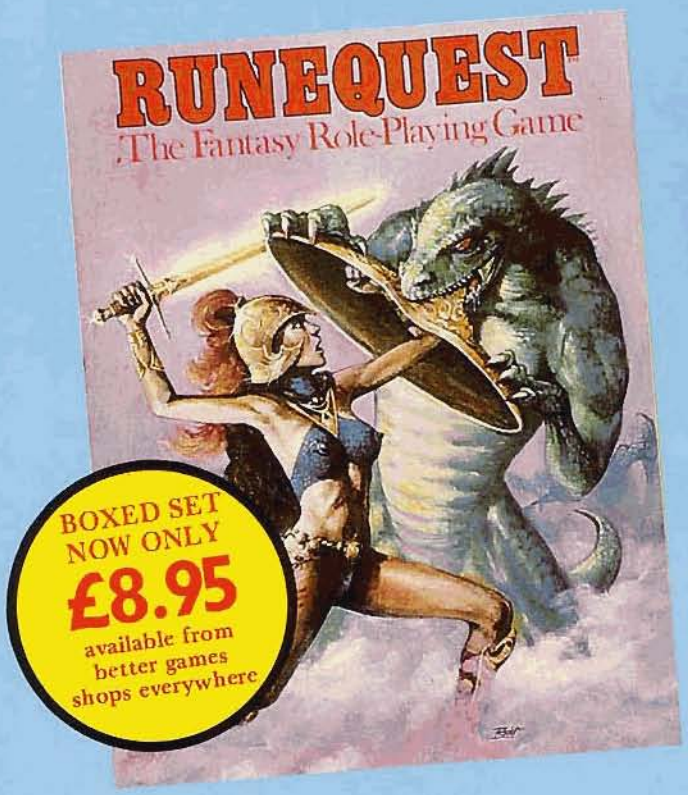

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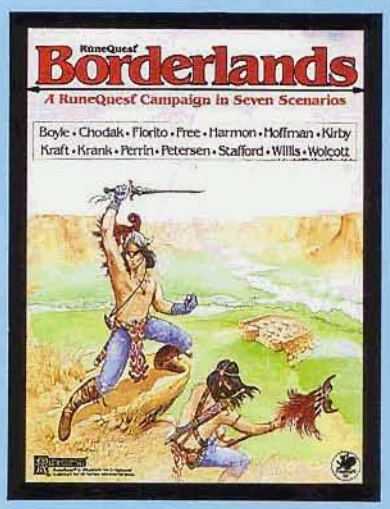

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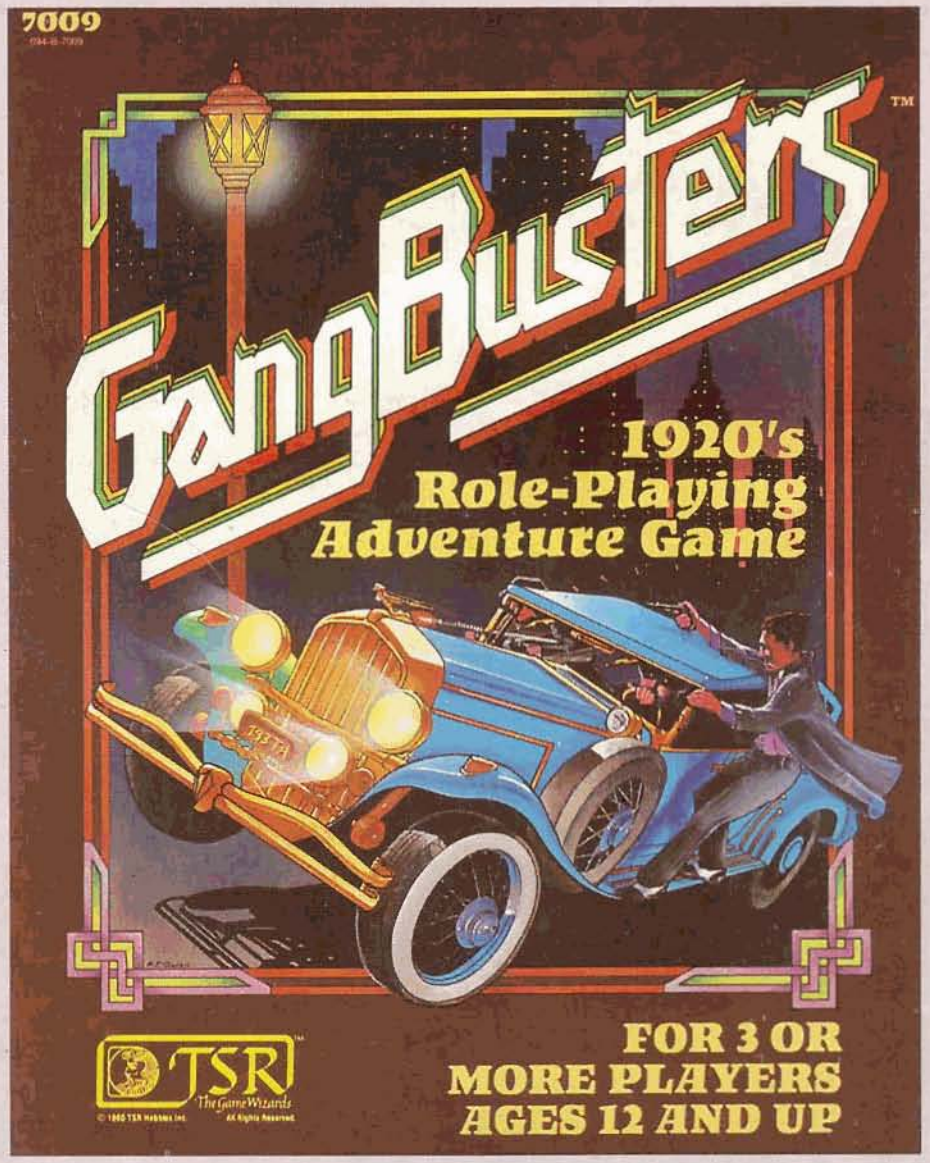

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